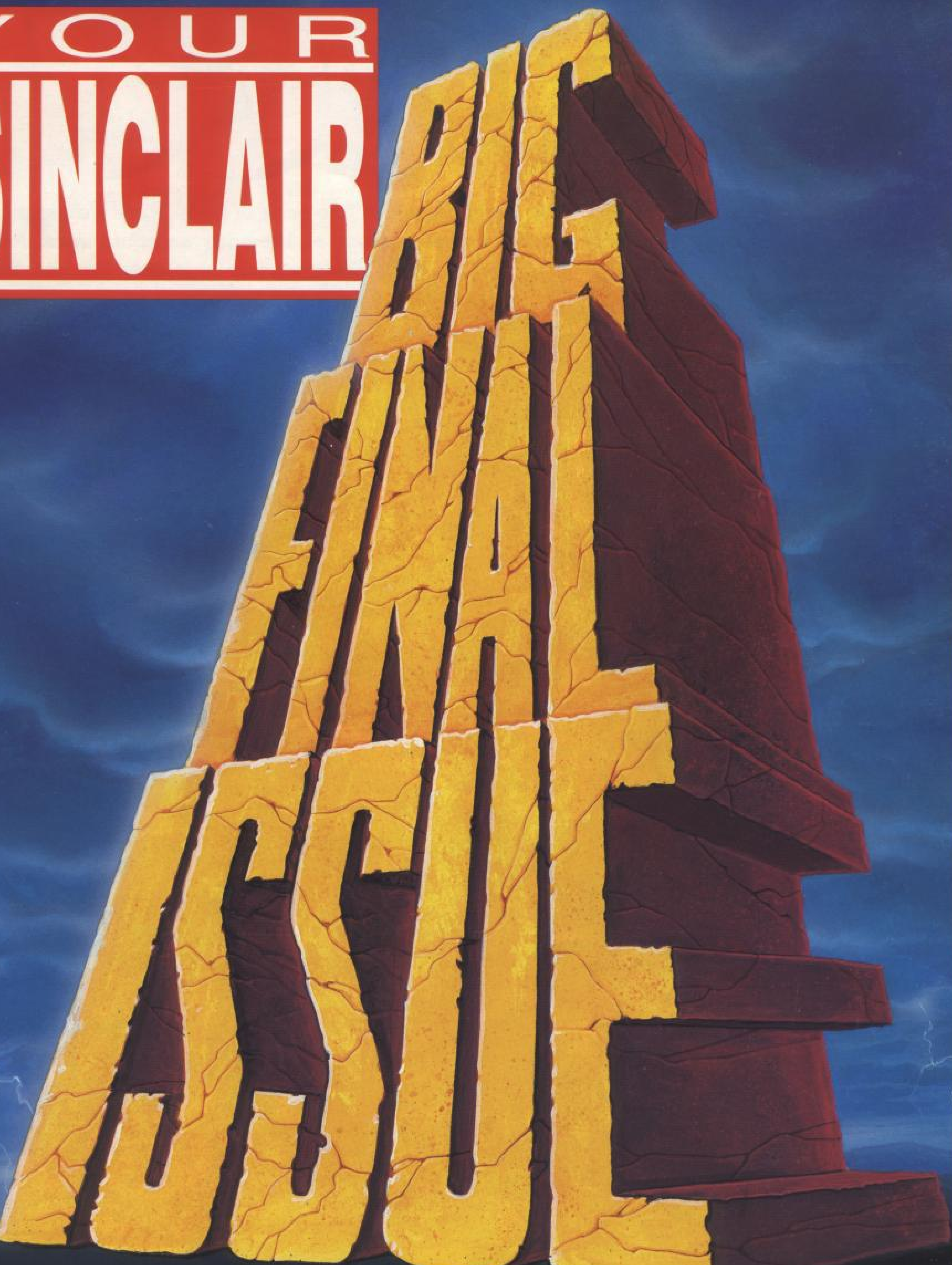
YOUR SINCLAIR



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SEPTEMBER 1993

First farewell tour

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SEPTEMBER • 93

Hello, and welcome to the very last ever ish of Your Sinclair. Within this conveniently portable tome, you'll find all manner of features telling you just how thoroughly splendid YS was. In addition, there's a mini-edition of YS proper, in order to round off all our outstanding series.

'We hope you enjoy coming along on this little trip down memory lane,' said Val Doonican in his 1978 Christmas Special, and, do you know, we like to think that he was a really irritatingly nice man whose jumpers should have been burnt under the Geneva Convention. But anyway.

If you're a regular YS reader, chin up, still that quivering lip and settle back with this commemorative goodbye ish sort of thang. And if you're a casual reader who's just picked up YS for the first time, why didn't you buy us before we were closed down, you bast?

Before you go, a word on the price. £2.95 for a 68-page mag without a covertape may seem a bit steep, but – hey! – remember that... er... hang on. Blimey. It is a bit steep, actually. *(Snip! A Publisher)*

The countdown has begun...

JUGGLE

The Jugglers, eh? A fine body of bods. Here we get a few words of wisdom from, er, the ones we could track down.



It's everybody! (Almost.) From left to right: (back row) Jonathan Nash, Steve Anderson, Kev Hibbert, Morrissey, Rich Pelley, Jonathan Davies, Dave Golder, Andy Hutchinson, Stuart Campbell. (Front row) Andy Ide, Andy Ounsted, Matt Bielby, Maryanne Booth, Linda Barker, Eliza Meddings (Official Shed Sprog), Sal Meddings.

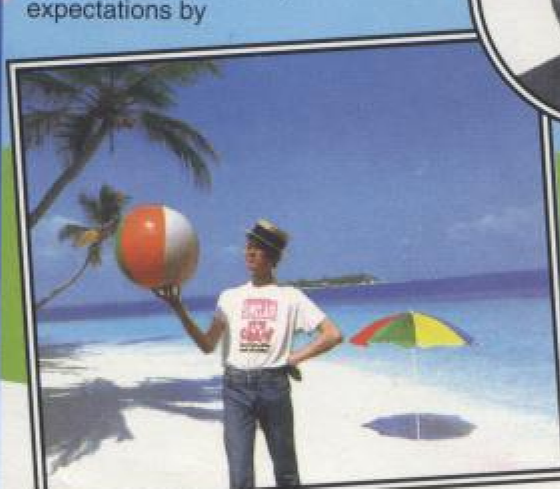
JONATHAN NASH

Oh no. I've been persuading so many people to stump up their few words, I've completely forgotten to do mine. And (as Andy's so kindly reminded me) I'm now the last, and I'm holding up the design of the page. Yikes. So, er, um, YS. Blimey. (This is tricky.) I suppose I could yatter on about my love of the Speccy, and how I while away many pleasant hours by breaking the law and hacking my games on to my beloved +D disk, but that would be awfully tedious and I'd probably get a nasty letter from FAST. Er, I could (if pressed) relate the story of my YS interview, when I turned up in a sandwich board, carrying little flags telling everyone how brilliant I was (and failed to get the job). Or I could throw in a crafty reversal sort of thang whereby I built up expectations by talking about the best ever Speccy mag, then revealing it to be Crash – but quickly averting disaster by mentioning that when Crash became indescribably crap I turned to YS and lo! it was extremely silly, or something.

Actually, it's probably best if I stick to some general observations. Firstly, YS is so spanky because it's the silly bits that count – nobody gives a tinker's trouser if you stick to the subject or not. Mentioning the game in a review is seen as a sort of added bonus. YS is all about being funny – the legendary Tetley Tea Folk Pssst!, the even more legendary photo love stories, trillions of other non-Speccy-related stuff – that's what counts. And that's why I love it. And that's why I'm heartbroken it's closing.

And now, in traditional YS fashion, an entirely unnecessary picture of George Formby. Yibble.





YS has always been needlessly extravagant. Here, Jonathan was flown to Barbados simply to illustrate the review of *Rainbow Islands* (ineffectively).

ANDY OUNSTED

Lummocks, was it really over three years ago that Old Faithful' (better known as the Crap Bike to regular Spec-chums) first strayed into the YS Shed pit for a quick refuel, never to rejoin the race? How well I



Andy O and friends. 'This is Cedric!' Yes, thank you.

ERS AHOY!



Andy's cult movie career began with this adaptation of Brando's first feature. In it, Andy played a well-adjusted teenager who was very polite.

remember being strapped in front of an Apple Mac for the first time and given vague instructions about something called Your Sinclair.' Lawks a lordy! I'll never get the hang of this'!' I exclaimed, pacing up and down the freshly-mown Shed patio. Nowadays, of course, I can sit back in my big comfy chair, take a puff from my Havana cigar, smile knowingly and think to myself, 'Lawks a lordy! I'll never get the hang of this!'

I started off doing mostly the black and white pages, but was gradually let loose on the big colour double page spreads. What fun!

Sal (Bun In The Oven) Meddings took over from Kev (Delroy George) Hibbert as Art Editor from ish 57 (September 1990).The two of us set about redesigning the magazine, 'colourful but legible' being the watch words. Along the way, my beloved crap bike (quite rightly) emerged as a celebrity in its own right, becoming the subject of the occasional doodlebug and even a game! *Andy Ounsted's*


ANDY 'STREETHAWK' OUNSTED'S CRAP BIKE SIMULATOR
By B Sheene
Oh dear. Spoke too soon.
It's Monday morning, and you, slipping into the manky T-shirt and dented crash helmet of YS's resident (and favourite) Design Assistant/Motorcyclist Extraordinaire, Andy Ounsted, have to get from your house to the plush YS shed. On your crap bike.
After giving Mr Joystick a good old waggle to kick/swear at the thing until it starts, you hop on and 'hit' the road. It's an into-the-screen jobby incidentally – machine code and everything, and quite impressive too. You have to avoid bits of broken glass, piles of dog 'mess', puddles etc by going either left or right as you motor along, and when you reach a fork in the road you have to guess which turning is downhill and take it because (of course) your bike can't go uphill. Oh, and occasionally you get stopped by the police for, er, curb-crawling (cos you're going so slowly). Keep this up for five minutes or so and you'll eventually arrive at work, only to be given the boot by Matt for being late (again).
Hmm. That tree's a bit crap too – it's growing in the middle of the road!
Well, yep, it's crap all right, but what does our Andy think of it? Let's ask him, shall we viewers? Er, Andy? Andy? (Andy is not at all amused.)
VERDICT
24° 70° 92° 79° 85°

'Faster! Faster! Hahahaha!' 'You fool! Man was not meant to live at such speeds. We're going at eight miles an hour as it is!' 'Silence, poltroon! Throw another log on the fire.'

Crap Bike Simulator was reviewed by YS's very own heartthrob Rich Pelley as part of his Crap Game Corner in issue 61. (Yikes.)

Sal left us in the summer of 1991 to pop her sprog, and handed the baton over to me. Two years later and I'm still here. To date I still can't play Speccy games to save my life, but putting YS together each month is always much more than Just A Job. I shall miss it. (Sniff sniff awaaagh sniff sniff.)

MATT BIELBY

Crap and Oscar ceremony-ish though it sounds, the first, and most important, thing about Your Sinclair was always the people. Such a roll call of talent – so many well-known names, many of whom have gone on to bigger, but not necessarily better, things. There are old Editors who since became publishers and more – Kevin Cox, Teresa Maughan. Old writers who've since become Editors: Andy Ide, Jackie Ryan, Linda Barker. And so many others – the rest of the 'big names' read like a role call of the sharpest talent in the business: Marcus Berkmann, now of the Independent and the Daily Mail; the supremely funny Duncan MacDonald; David Wilson, who later became editor of Zero, and now works at top software house Electronic Arts; Jonathan Davies from Super Play; Phil South; David McCandless; Rich Pelley; Sally Meddings; Kev Hibbert; Catherine Higgs, and, of course, the current guys. What a totally bloody brilliant bunch of people.

Two other things make Your Sinclair so significant. One is the influence it's had on magazines like Amiga Power, Super Play, Game Zone, and the old Zero – indeed, there's hardly a games mag out there now that doesn't in some way try to ape the distinctive Your Sinclair combination of wit, cleverness (without, I think, being clever-clever) and attention to detail. Secondly, it was always, and remains, a bloody good read – just try taking a quick look through a pile of back issues some day. It can't be done – you'll find you have to commit hours to it, every issue of Your Sinclair being so packed with good bits it can't help but drag you in. It was something special, Your Sinclair, and I'm going to miss it terribly.

ANDY IDE

YS? Oh blimey. My best YS memories were of the Dennis days up in London with 'T'zer' Teresa, 'Whistlin' Rick' David, 'Teapot' Dunc and 'Me' Me. It was my first proper job, y'know, er, Prod Edding (Wa-hey! Oo-er! Etc), and I can remember coming into the office on my first day and seeing all these people buzzing around Macs in this complete chaotic tip and thinking 'I've made it! I'm in the real world.' What cruel tricks fate plays upon us, eh, Spec-chums? For I was actually in YS, which is about as far removed from reality as you can get without a really strong cup of my special herbal tea. Or something.



Er, what else? YS was certainly one of the best, funniest and most irreverent mags on the shelves at the time, but you probably know that already. Um. Oh, spoons.



ANDY HUTCH

Have you ever wandered past a restaurant, smelt some really great food and been reminded of some long–forgotten memory? Every now and then I'll read or hear something and be transported back to the madness, loud music, great games, odd readers and ice cream that was Your Sinclair.



A sextet of Editors. From left to right: (Back row) Morrissey, Jonathan Nash, Andy Ide. (Front row) Linda Barker, Matt Bielby, Andy Hutchinson. Roger Munford (the first ever Ed) was in America, and T'zer was about to pop her sprog. Still, we had a good chat over the phone with them both, except for Roger.

It all started innocuously enough, Jane Richardson phoned me up and asked me if I'd like to edit Your Sinclair. I said 'Yowzer!' and moved my skateboard, skate-pads, spare AC-90 trucks and early collection of EMF singles into the shed. Before long though, I'd been touched by the hippy grooviness of the magazine and its team and left YS to find myself at a skate park in Swanage. Needless to say I didn't. Find myself that is. But I did buy a very fetching pair of Mambo shorts.

Highlights of my all too brief tenure at YS include: Linda's amazing collection of WWF figurines, the Alton Towers photo-shoot, the river photo-shoot, Jon's and James' captions, those incredibly annoying kids from the

Orkney Islands who'd always phone up when we were on deadline, Lisa's Inny Outy column, the Ernie cartoon strip and Andy O's crap bike. Which is still crap.

Still, it's all over now and at least you get the goodbyes in one great big chunk rather than over the course of a weekend like they did with Cheers. I'm jolly proud to have been part of the most influential computer magazine ever, even if I don't get to keep the negatives. The next time you're confronted by that wall of computer magazines in WH Smith's, scan your way down the shelves and you'll realise just how much effect this bats-arse, not-of-this-earth, hokey, mad, bizarre and completely unique mag has affected everything that followed. Goodbye YS, you can keep the colander.

LINDA BARKER



Linda (and Maryanne) piloting a dead tree down the river Avon in a humorous fashion. (Scamps.)

I remember buying my very first copy of YS, I'd spotted an ad for a staff writer in the university careers library and I just had to pop down to the sweet shop and buy a copy. I was sold! I applied for the job and was asked to come down to Bath for an interview. I hurriedly contacted a friend in Bristol, packed my duffel bag and left!

After the interview I went back to London and moped around for a week, convinced that I'd done appallingly. The day I got the job offer from Future my family must have rejoiced as much as me!

What YS means to me above everything else is GOOD TIMES with BEAUT PEOPLE! Looking back, it's not the late nights or the non-arrival of games that I remember – it's the chatter, the laughter, the photo-shoots and that great feeling you get when an issue comes back from the printers. Actually, I think that's my enduring memory of YS – opening the first box of issues to come in and poring over them – despairing at any mistakes, rejoicing at the many pages that really worked. It used to amaze me that I was actually getting paid for this!

Now call me biased, but I think the world's going to be a slightly sadder place without Your Sinclair – it's certainly brightened up a few years of my life.



A quartet of Art Bods. From left to right: Andy Ounsted, Maryanne Booth, Kev Hibbert and Sal Meddings and! at no extra charge, Official Shed Sprog, Eliza Meddings.

JONATHAN DAVIES

I bought my Spectrum in 1983. I've always loved it, and I always will, even though it spends most of its life under my bed these days. So when YS came along I was delighted. Hurrah, I thought. (My vocabulary already having become irrevocably altered.) And I was even more delighted when, shortly afterwards, I found myself working for it.

Now, there aren't many magazines for which I'd have been prepared to write the tips pages two years running. And even fewer that would inspire me to compile their type-in pages for month after month. But YS tips and type-ins weren't like other magazines', and I didn't mind doing them at all. Not very much, anyway. At least, not to start off with. Actually, I hated it. But there were lots of nice things about working for YS – the people (there are none finer), the unrivalled sense of office camaraderie, and the money.

And I had just as much fun reading YS as I did writing for it. It somehow managed to be funny, knowledgable, stylish and completely useless, all at the same time. No matter how many people joined or left the team, what got sellotaped to the front of it, how few games it had in it, or how small it shrunk, Your Sinclair never stopped being the best Spectrum mag in the world.

And now it's gone.

MARCUS BERKMANN

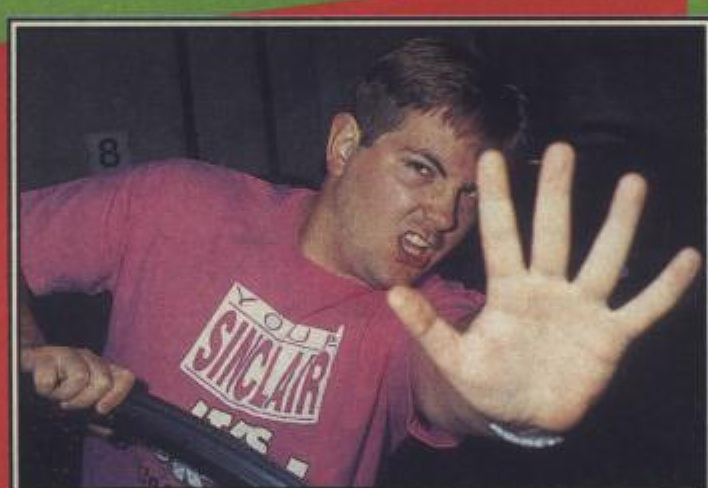
I started working on YS from issue 15 – that's February 1987, if you can think back that far without being physically sick. They were happy days. Crammed like battery hens into a tiny office full of unlabelled cassettes, press releases and six-month-old ham sandwiches (all of which belonged to Phil), we worked ludicrously long hours for virtually no money at all, only to be told at the end of every month that our work was 'complete crap'. Which, at the beginning, it may well have been, for YS was only third in circulation terms to those ancient warhorses Crash and Sinclair User.

But at least we were trying something different. In fact, by shamelessly aping Smash Hits we were doing something no other computer mag had yet thought of – we were being funny. Look around you now and you'll find that almost all of the game mags of 1993 have been influenced to a greater or lesser extent by Your Sinclair of 1987/1988. Hot? We were so hot you could have fried an egg on us. Soon Crash was no more and Sinclair User was in steep and irreversible decline. How we laughed. Six years later I am writing TV reviews for the Daily Mail and a weekly sports column for the Independent On Sunday. But what of those glorious years? Would I swap my current enormous wealth and far-reaching fame for those halcyon days toiling in poverty for Your Sinclair? Not on your nelly.



Pavlov's Berkmann: '*Head Over Heels*.' 'Drool drool dribble.' Good old Binky.

JAMES LEACH



Jet-setting playboy James is naturally a little touchy about having his photograph taken. He beat us senseless with a novelty pencil before realising who we were (whereupon he drove over us with his car).

There comes, in every person's life, a perfect time. A joyous string of moments which you know will never be surpassed. A wonderful, creative era in which you pinch yourself, wondering when the marvellous dream will end.

I had that time when I was at college. Then I was forced to get a job and had to make do with working on Your Sinclair. But I soon realised what a nice thing YS was. It covered the Speccy which, although not the most powerful computer, was certainly the happiest. I remarked to Andy Ide (before he became Andy Hutch, Linda Barker and finally changed his name to Jonathan Nash), that I believed Sinclair had put a happiness chip in the Spectrum. He told me to get out of his garden.

It's little known that Prince Charles read YS from an early age, as did Norman Lamont. But there have been other, more successful cases where it has added much to young lives. It made folk laugh, cry and openly whine about the cover price.

With its passing, a great age has gone. An age where Ernie was psychotic, where foreigners were mocked, where trainspotters diced with death and where the word 'crap' was tossed about like a smelly, dung-covered beachball. An age of fun, games, and the odd POKE too. It was an institution, possibly Hinckley Point Power Station.

Times have changed, my friends. So now buy Gamesmaster, a fine multi-format magazine, available from all newsagents at a reasonably priced £1.95.



Kevin likes to have the psychological edge in deals by wearing a YS t-shirt and holding two phones.

KEVIN COX

The ex-Ed, who's now a Publisher, kept saying he was far too busy to see us. But we pushed into his office anyway (chucking out some boring bloke in a suit who was trying to sign something) and shot questions at him.

'So, Kevin, what are your memories of Your Sinclair?'

'Oh my God, what have you done? That deal was worth over £450,000.'

'What was T'zer really like, then? And Davey? And did Marcus really banter?'

'Aaarghh.' (Kevin jumps out of window.)

'Blimey.' (We leave quietly.)



Simon Forrester (on the left) enjoys a joke with a group of chums at Angela Incrediblyrich's 21st birthday party. Luckily, the house collapsed later that evening.

RICH PELLEY

One thing's for sure, my time at YS has indubitably taught me values – chiefly the values of waffling. If, when my journalist career began, anyone had beseeched me to write an article of what Your Sinclair well, was going to mean to me, then I wouldn't have had an inkling of where to start. But look! Four years on and here I am, 64 words through, having made not one relevant or coherent point at all.

The art of concealing the truth has also been related to me over the years. I mean, being totally honest, my job at YS has done little more than provide me with an opportunity to make a fast buck before moving on to bigger and better things. Serendipitiously (YS has also shown me that you can't beat a good thesaurus) I now know far better than to mention things like that.



'After all, tomorrow is another day.' (The telephone is a ruse.)

And best of all, Your Sinclair has told me how to combine my waffling and lying skills, especially when fabricating a reason why copy is late. Actually, this article is going to be late too. And when I explained to Jonathan this was 'because I've just had both my arms amputated so it's going to take me a bit longer to type it all out with my nose', he believed me. Editors, eh? What suckers. *(That's it, this time you really are fired. Ed)*

PHIL SOUTH

Sum up my years at YS in 250 words? Er... well, food. I ate a lot. I went out to lunch a bit. I spent all my money in Forbidden Planet, which was just around the corner, unluckily for me. I wrote a bit, a lot actually, and I reviewed an absolute donkey choking wad of games. Brilliant games, the like of which you seldom see these days. And I took all the screenshots in a dark little kitchen at the back of the offices. Nobody ever found out what I was really doing in there. Heh heh heh.

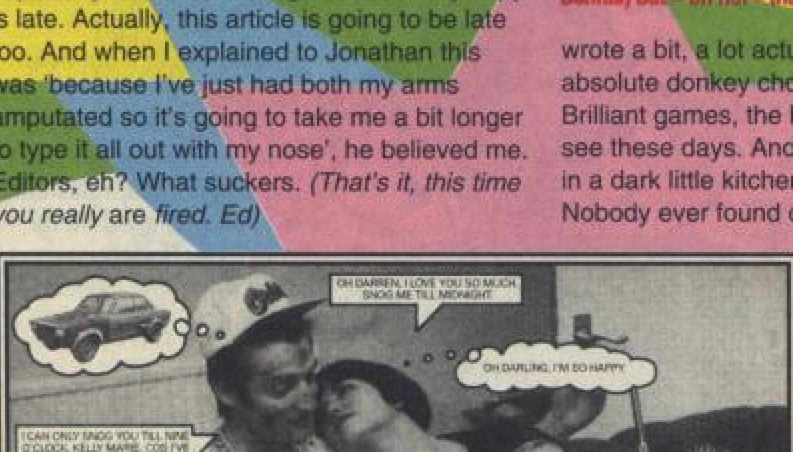
I was the staff writer at first, Imperial Starfrighter in fact, and later technical editor for two years. It seemed like more, especially with first Kevin 'Kippers' Cox and then T'zer breathing down your neck, and Sara Biggs biting me bum every time I got my reviews in late. But it was the best fun I ever had and I got paid for it too. Eventually. (Arf.)

Looking back, it was like being on a school trip with a lot of really good old friends and no teachers. There'll always be a soft spot for it in my heart. Soft, sticky, gooey and altogether not a very dry and not very well remembered thing. It's responsible for getting me where I am today, and by the way can somebody remind where that is exactly, 'cos I'm late for dinner.

Bye YS, see you later.



A sextet of YS contributors! From left to right: Dave Golder, Rich Pelley, Jonathan Davies, Steve Anderson, Morrissey and Stuart Campbell. We wrote nice letters to loads of others like Jackie Ryan and Dunc MacDonald (who stayed with Dennis) but – oh no! – that week, Dennis sold the mags they worked on. Bad timing or what? *(Yes. A Reader)*



Davey 'Whistlin' Rick' Wilson (pop star) and Catherine Higgs (Art Chick) in the final panel of the historic Love In A Cold Climate. We tried to get hold of Davey as well, but we was away ill. (We are a bit crap at this organisation lark, aren't we, readers?)



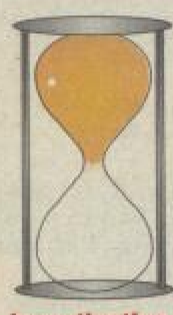
STUART 'AWARDY' CAMPBELL

YS – well, it's just (sob), y'know, it was, (sniff)...well... (cough), oh God, it's no use, I can't go on... (BANG!)



Craig Broadbent, having been bitten by Pitstop's racing bug, here takes his Formula 1 McLaren round Silverstone.

THE YS S



YS. It's been here for ten (ten! Ten!) years (give or take a couple of years) and has inspired countless perfectly ordinary people to call themselves 'Spec-chums' and use phrases like 'wagga wagga' and 'or something' in everyday conversation. Ace investigative journalist Jonathan Davies leaves no jokes untold in this in-depth report revealing where YS came from, what happened in it, and whose fault it all was.

It began in a poky little office in central London, on a shoestring budget, amid fear and uncertainty. It ended in, erm, a poky little shed in Bath, on a shoestring budget etc. But in between, YS became the most popular, most successful, most biggest sellingist Spectrum magazine the world has ever known. In 10,000 dynamic pages it delivered 3,118 game reviews, 2,589 interesting pieces of news, 14,509 Ed's comments, 236,623 spelling mistakes, 19,422 examples of juvenile innuendo, 12.5 miles of hexdump, 125 letters from appalled parents, 417 unintelligible readers' maps of Codemasters games, and three pictures of the Queen*. It was first with all the latest Speccy-related news. It told you exactly which games to buy, and which ones not to. It cemented an eternal bond between Spec-chums across the globe. And yet it was completely crap.

1983-85

The seeds were sown nearly ten years ago, right at the end of 1983, when Sportscene Specialist Press (who?) launched a brand new bi-monthly magazine called Your Spectrum. Piloted by one Roger Munford, and printed on shiny, heavily-starched paper, the first issue told you how to build your own keyboard buffer and how to break out of machine code loops, and rounded up state-of-the-art chess packages. Later issues followed up with features on a DIY joystick interface, upgrading your Speccy to 48K, the *ZIP* compiler, and printing out screens on a printer. Hex dumps came with detailed assembly listings. Even letters had hex dumps in them. Every issue came with a free copy of QL User. And games (at least, those you didn't have to type in yourself) were confined to the Spectrum Soft pages, reviewed by the members of local computer clubs. Eek.



Like a pop star or movie idol attempting to hush up their sordid past, Jonathan Davies offered us money to suppress publication of this picture. Except of course he isn't a pop star, or a movie idol. Or, in fact, knew we were going to print this. (Hello Jonathan.)



Coo ur gosh. It's the first ever Your Spectrum. And do you know who that figure looks exactly like? *(Shurrup! Ed)*

THE HIGHS

- Player's guides complete with specially-drawn full-colour maps and in-depth Hacker's Guides of topical favourites like *TLL*, *Alien 8*, *Jet Set Willy* (with a full explanation of the 'Attic bug'), *JSW 2* and *Highway Encounter*
- The *Ant Attack* poster that came with issue 2
- The introduction of the Trainspotter Award
- Going monthly after issue 4

THE LOWS

- 'Byte High, No Limit.' (The Your Spectrum slogan)
- The Speccy Grafpad cover on issue 5
- Robert Maxwell almost (but not quite) buying a troubled Sinclair Research Ltd for £12 million
- The regular program by Dick Head which readers had to debug for pleasure

THE TOP COVERS

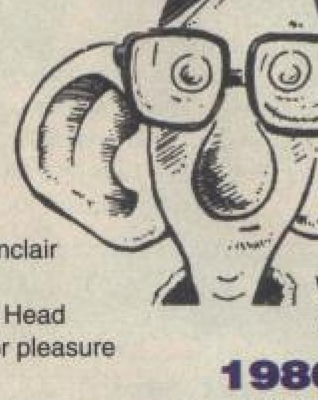
- Issue 1 (the original Trainspotter) • Issue 7 (replacement keyboards ahoy!) • Issue 14 (the chocolate Speccy) • Issue 20 *(The Rats)*

THE GAMES

• *Fighter Pilot* • *Android Two* • *3D Tanx* • *Pssst* • *Hunchback* • *Stonkers* • *Atic Atac* • *Maziacs* • *Planetoids* • *Hungry Horace* • *Flight Simulation* • *Valhalla* • *Kosmic Kanga* • *3D Seiddab Attack* • *Ad Astra* • *Eureka!* • *Mugsy* • *Cavelon* • *Pitfall 2* • *Jack And The Beanstalk* • *Jasper* • *Cyclone* • *Daley Thompson's Decathlon* • *Kokotoni Wilf* • *3D Starstrike* • *Match Day* • *Knight Lore* • *Nodes Of Yesod* • *Technician Ted* • *Gyron*

WHERE ARE THEY NOW?

• Sinclair ROM cartridges • DK'Tronics • Troubleshootin' Pete • The Currah Micro Speech • ZX Microfairs • 32K RAM packs • Software Projects • *16/48* – 'the monthly cassette magazine' • Programmable joystick interfaces • *Miner Willy Meets The Taxman* • The Wafadrive • The Spanish Spectrum 128K, complete with keypad



But by the end of 1985, Your Spectrum had done a bit of thinking. The QL, it reasoned, was the machine of the future, the new 128K Spectrum might not even be called a Spectrum, and YS didn't want to be cut out of the equation. So, in a display of crapness that was to set a precedent for the future, Your Spectrum wrapped itself in silk, hung itself up in a quiet corner of the office...

1986

...to emerge a month later as Your Sinclair! Hurrah! Issue 1 had the first ever YS covertape – a demo of *Rasputin* – sellotaped to the front, partly obscuring a picture of a commando with a machine gun. Inside were lots of dull black and white news pages, much less programmingy, hex dumpy-type stuff... and loads of games! And proper reviews of them, too, by people like Rachael Smith, Gwyn Hughes, Sue Denham, Alison Hjul and Steve Addams. The Editor had changed as well – into Kevin Cox – and the Production Editor was Teresa Maughan.

 *All figures are, of course, approximate.

STORY



THE HIGHS
- The 'win a flight on Concorde' compo in issue 1
- The *Arcade Dream* April fool's joke
- YS Adventures, with Mike Gerrard
- The *Saboteur* map
- The YS Band in issue 7
- The huge *Elite* hacking program by ZZKJ

THE LOWS
- Hex Loader
- Program Power, the Pitstop-predating pull-out type-ins section
- Microdrivin'
- The 'win a Vektar electronic bike' compo in issue 6
- The girl in the Addictive Games ad
- Giving the budget re-release of *Deathchase* 6/10 in issue 9, but *Paperboy* 9/10 in issue 11

THE TOP COVERS
• Issue 2 *(The Young Ones)* • Issue 7 *(Rock 'n' Wrestle)* • Issue 11 *(Scooby Doo)*

THE GAMES
• *Fairlight* • *Saboteur* • *Back To Skool* • *Gunfright* • *Wham! The Music Box* • *Turbo Esprit* • *ID* • *Uridium* • *Samantha Fox Strip Poker* • *Heavy On The Magick* • *Ping Pong* • *Jack The Nipper* • *Trap Door* • *Scuba Dive* • *TT Racer* • *Dandy*

WHERE ARE THEY NOW?
• *Street Hawk* • Durell Software • Sweevo • YS MegaBASIC • Max Headroom • Spec Drum • Now Games • 'Hurdie hurdie ho'

1987



A cloud had covered the Speccyverse by 1987. YS was going from strength to strength, of course, groovier than ever, and T'zer had ascended to the rank of Deputy Editor. But Sir Clive had sold out to arch-rival Alan Sugar. The QL was something people made jokes about, rather than regarding it in awe as they were supposed to. And even the Speccy was looking a little pallid.



'Please buy my computer.'

THE HIGHS
- The free *Road Race* tape
- The *F-15 Strike Eagle* poster, free with issue 18
- The 'know your Star Trek clichés' guide
- T'zer dressed as Santa
- The YS binder ad
- The *Barbarian* ad
- Printing Frontlines upside-down in issue 19
- The *Game Over* ad – other mags fought shy; YS revealed all in poster size
- *Batty*
- The 'Ten Good Reasons Why You Should Get A YS Sub' in issue 22

THE LOWS
- The Spectrum +2 and +3
- Page 63 of issue 14
- The headline for the compilation round-up in issue 19
- The introduction of Program Pitstop (from a personal viewpoint)
- Giving the actual *Game Over* game 9/10 (great ad, though)

THE TOP COVERS
• Issue 18 (for the coverline) • Issue 21 (for the free wobbly *Jack The Nipper)* • Issue 22 *(Battleships)*

THE GAMES
• *Frost Byte* • *Fat Worm Blows A Sparky* • *Miami Vice* • *WAR* • *Peter Shilton's Handball Maradona* • *Arkanoid* • *Enduro Racer* • *Head Over Heels* • *Zynaps* • *Amaurote* • *Exolon* • *Pneumatic Hammers* • *Starfox* (no, really) • *Super Sprint* • *Z* • *Renegade* • *Super Hang On* • *Dizzy* • *ATV Simulator*



What can you say about T'zer, eh? She's a legend in her own lifetime. Editor, publisher, rock star, Minister for Education and, as revealed in this exclusive picture, Santa Claus! It came as a bit of a shock to us, I can tell you. (We were sure it was TV funnyman Bernard Cribbins.)

WHERE ARE THEY NOW?
• Micro Live • Desert Island Disks • Monty Mole • Cliff Joseph • The YS Clapometer • The Seiko RC-1000 Wrist Terminal • *Battleships*

1988
YS had weathered the storm of Speccy uncertainty, and hit a now unthinkable circulation high of 80,368 copies every month. That's not to say there hadn't been casualties, though. Kevin had been given a smart suit and an office of his own, leaving T'zer to capture the Editor's chair – and the hearts of countless Spec-chums. At her side were Deputy Ed Marcus 'Doctor' Berkmann and Technical Ed Phil South.

THE HIGHS
- A free copy of *Moley Christmas* with the January issue
- Street Life, the, er, 'street life' section
- Free 'Wagga Wagga' badges
- Mike Gerrard's Top Ten Jaffa Cakes
- The first use of the word 'hatstand' in unusually large letters
- *Advanced Lawnmower Simulator*
- The Vixen pin-up with issue 29
- The Joke Police
- The *Psycho Pig UXB* T-shirt
- The *Psycho Pig UXB* advert

NATIONAL*RESCUE*



Dunc MacDonald's finest hour (after 'Andy The Air Traffic Controller (He's Blind, Deaf And Dumb)' and 'The Potatoes',an everyday story of two potatoes discussing television. (He was a bit odd, wasn't he, readers?) Boing!

• Breakfast Frontlines
• 'I've Got Big Tips' badges

THE LOWS

• Kindly Leave The Stage
• The Tony Worrall 'Worrallucky man' joke
• On The Warpath
• Phil South's Role Playing Games round-up in issue 26
• *Play For Your Life.* (We're sorry, okay?)
• Postman's Knock, the play-by-mail column
• The amazing PC 200, of which YS concluded 'there's a very bright future ahead for this line of computers'

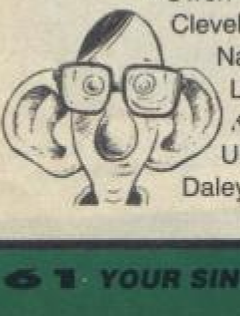
THE TOP COVERS

• Issue 27 *(Rolling Thunder)* • Issue 29 *(Vixen)* • Issue 30 *(Psycho Pigs UXB* – the game that had it all, as long as you didn't actually try playing it) • Issue 36 *(Afterburner)*

THE GAMES

• Match Day 2 • Mad Balls • Gryzor • Out Run • Dark Sceptre • Driller • Blockbusters • Tetris • 19 Part 1 • Where Time Stood Still • Street Fighter • Operation Wolf • Buggy Boy • Ballbreaker 2 • Carrier Command • Impossible Mission • Chubby Gristle

WHERE ARE THEY NOW?



• Owen and Audrey Bishop • The Cleveland Chair Company Ltd • Nat Pryce • Slots Of Fun • Lightbulb jokes • The Kempston joystick • Ultimate Play The Game • Daley Thompson • The PC 200

1989

A new year, and the same old Editor. But there'd been changes further down the line, with Jackie Ryan being installed as Production Editor and the slightly odd Duncan MacDonald coming in as Staff Writer. And it was just as well, because 1989 turned out to be a vintage year for games, with no less than about 700 really good ones coming out.

THE HIGHS

• The January issue, which was a dizzying 156 pages long
• YS Smash Tapes, which now came with every issue
• National Rescue (Dunc MacD's comic strip)
• The 'Oooh! You Put The Willies Right Up Me!' compo
• The 'paper-engineered' Jockey 'Jelly-Bot' Wilson simulator
• Hold My Hand Very Tightly (Very Tightly) by Whistlin' Rick Wilson (the chart-topping YS pop single)
• The YS Personality Test
• David Darling quotes
• The '89 range of mugs
• 'Love In A Cold Climate' – the first (but not last) YS photo love story

THE LOWS

• Giving a second budget re-release of *Deathchase* just 69°.
• Tsk



You need a crap Bontempi organ for the full effect.

THE TOP COVERS

• Issue 42 *(Dominator)* • Issue 43 *(Jaws)* • Issue 45 ('As seen on TV') • Issue 47 *(Powerdrift)*

THE GAMES

• R-Type • Frank Bruno's Big Box • Thunderblade • Ring Wars • WEC Le Mans • Advanced Dungeons & Dragons – Heroes Of The Lance • Xenon • Captain Blood • Thunderbirds • Eliminator • Navy Moves • Stormlord • Rock Star Ate My Hamster • Xybots • The Running Man • Silkworm • Rick Dangerous • The New Zealand Story • Wellington At Waterloo • Scanner • Starglider 2 • Bob's Full House • Altered Beast • Ghouls 'n' Ghosts • Powerdrift • Strider • Stunt Car Racer • Cabal • Saint And Greavsie

WHERE ARE THEY NOW?

• Bernadette Tynan • Madame Pico • *Out Run Europa* • Kevin Toms • Farty the Warthog • Bargain Basement • Pippin the Wondermule • The Sinclair Magnum Lightphaser • The notorious Wayne Kerr of Huddersfield

1990

T'zer had moved on to try to discover what it is that publishers actually do, and YS had entered what has since become known (not without irony) as the Matt Bielby Golden Age. It had got a new Deputy Ed – David Wilson – too, and a rather frightening-looking Production Editor – Andy Ide. And there followed a year of tumultuous upsets at Your Sinclair, not least of which was the shock move from smelly London to swish Bath, leaving David and Duncan behind. Bewildering comings and goings ensued – the recruitment of a whole new design team, for starters: Sal Meddings (Designer) and Andy Ounsted (Design Assistant). Oh, and Linda Barker stepped in as Staff Writer.

THE HIGHS

- The celebratory fiftieth issue. (Hurrah!)
- The 'I've Got a Big Red Testie' compo
- Peculiar Pets Corner
- The MGT SAM Coupé finally issuing forth
- *YS Capers*, in which you got to shoot the entire team dead
- The letter about underpants in the July issue
- The picture of the litter of kittens in the August issue
- The demise of the +3
- YS moving from London to Bath...



'Well, it's 'how much bigger can those heads be?' And the answer is 'none.''

THE LOWS

- ... and into a rather tight-fitting shed
- The 'Bandits At Four O'Clock' joke on issue 51's cover
- The *Castle Master* preview illustration
- The pictures in the *P47* review
- Issue 53's back issues order form
- Crap Games Corner
- The end of the SAM Coupé's brief existence

THE TOP COVERS

- Issue 49 *(Dan Dare)* • Issue 51 *(Scramble Spirits)* • Issue 53 *(Dynasty Wars)* • Issue 55 (football games)

THE GAMES

• Chase HQ • Gazza's Super Soccer • Moonwalker • Tintin On The Moon • Ghostbusters 2 • Hard Drivin' • Myth • Australian Rules Football • Kick Off • Stir Crazy Featuring Bobo • Scramble Spirits • Wild Streets • X-Out • Rainbow Islands • Beverley Hills Cop • Impossamole • Fighter Bomber • Dynasty Wars • Switchblade • Pipemania • Turrican • Midnight Resistance • Sim City • Monty Python's Flying Circus • Total Recall • Robocop 2

WHERE ARE THEY NOW?

- Codies games on CD • Mel Croucher, Europe's Funniest Man • *Sly Spy Secret Agent*
- Dusty Fleming

1991

After a few months of stability, 1991 quickly deteriorated into another chair-swapping frenzy. Out went Matt (to a posh 16-bit mag), up went Andy (to Editor), in came James Leach (as Games Editor), off went Sal (to pop a sprog), up went Andy O (to Designer), in came Maryanne Booth (as Design Assistant) and finally, barely having adjusted his new chair to the right height, off went Andy Ide (to a bicycle mag), handing his red pen to Andy Hutchinson. Criminy. As for YS itself, while sales were going up and up, it was starting to look, well, just a teeny bit thin.

THE HIGHS

- The Smash Tapes became 4-Packs which became 6-Packs which became Magnificent 7s. Spec-chums had never had it so good
- The 'It's Crap' T-shirt
- Another photo love story
- The 'Win a Shed' compo
- 'Speccy Moonlighting' Pssst!
- Stuart's All-Time Top 100 Speccy Games
- The team pics in issue 72

THE LOWS

- Sinking to another joystick round-up. (It was a jolly good one, though)
- The infamous 'writing two as 2' period

THE TOP COVERS

- Issue 62 *(Shadow Dancer)* • Issue 63 *(Back to the Future Part 3)* • Issue 67 *(Toki)* • Issue 71 *(Dizzy) (Mmmgmmmph! Ed)*

THE GAMES

• Lotus Esprit Turbo Challenge • Golden Axe • Gazza 2 • Out Run Europa (oh, there it is) *• Teenage Mutant Hero Turtles • Kick Off 2 • F-16 Combat Pilot • North & South • Crete 1941 • Turrican 2 • SWIV • Nightshift • Predator • Five On A Treasure Island • Cromwell At War 1642-1645 • Final Fight • Darkman • Terminator 2 • Prince Of Persia* (nearly) *• Dizzy's Excellent Adventures • WWF • Hudson Hawk*

WHERE ARE THEY NOW?

Raymond Castle • Eliza, Sal's baby • Liz and Angela from the Déjeuner D'Amour photo-story

1992

Things bumbled along happily for a while. But then... oh no! It started happening again! And with a new twist – empty chairs! First James vanished (absorbed into new mag Gamesmaster), and then Hutch disappeared as well! (Nobody's quite sure to where.) And Maryanne! That just left Linda struggling to regain control, while Andy O and new bug Jon Pillar tried to calm the passengers. Even the top brass didn't escape. Jane Richardson, who'd been smiling down on YS since the move to Bath, handed her executive calculator and car keys to Colin.



It's quite an achievement (this managing not to mention Speccy games at all).



THE HIGHS

- Tipshop in colour (sort of)
- Haylp! *(No! Ed)*
- The slightly successful Support Our Speccy Campaign
- The free 'Push Off! The Fate of Atlantis is in my hands!', erm, thingy with the July issue
- YS's trip to Alton Towers

THE LOWS

- YS really was getting dangerously thin .
- A whole page discussing alternative uses for last month's free Steg the Slug high score card.
- Passing up yet another opportunity of *Deathchase* redemption – 82%?

THE TOP COVERS

- Issue 76 *(Bonanza Bros)* • Issue 80 (for the sheer audacity)

THE GAMES

• Super Space Invaders • Neighbours • Lemmings • WWF Wrestlemania • Santa's Xmas Caper • Rodland • Space Crusade • Wile E Coyote And Road Runner • Double Dragon 3 • Robocop 3 • The Addams Family • Fireman Sam • Street Fighter 2

WHERE ARE THEY NOW?

- Ammonites

1993

Rain lashed against the Shed. Inside, with the door firmly padlocked, Linda, Andy and Jonathan gripped each others' hands, their eyes wide with terror. What was happening? What mysterious force was draining YS of its team? Of its games? Of its pages? Their only hope, they knew, was to cling to what remained with every fibre of their beings. But it wasn't to be! A momentary lapse of concentration and – fwoosh! – Linda was gone (a victim of another pesky 16-bit mag). The rain beat down harder...

THE HIGHS

- The gerbils picture?
- No, it's no good. Sorry
- But wait!
- Issue 90 had *Deathchase* on the covertape! Absolution!

THE LOWS

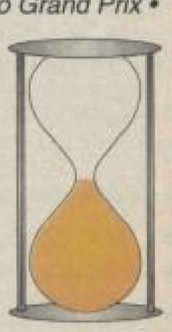
- The picture of Cilla Black
- Stuart's 'the final word in soccer management simulations' joke

THE TOP COVERS

- Issue 85 (the snowman) • Issue 90 (the 3D games) • Issue 91 (the Dalek)

THE GAMES

• Bully's Sporting Darts • Playdays • (That wasn't a game. Ed) • Super Monaco Grand Prix • (And that was a re-release. Ed) • Well, they weren't to know • *(Damn and blast. Ed)*



WHERE ARE THEY NOW?

- Your Sinclair • Erk

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KEY **'Spesh' shows whether a game's 128K only (128), +3 only (+3), an adventure (A), a strategy game (S), a compilation (C), a utility (U), a Best Buy (BB), a YS Hotshot (HOT), a YS Hit (HIT), a Game Of The Month (GOTM), an educational game (EDU), a lightgun game (LG), a re-release (RR), a Megagame (M) or even a bit o' hardware (HA). Non-percentage marks are out of 10. Ish dates before Jan 86 refer to Your Spectrum. And they're off!**

TITLE	COMPANY	ISSUE	SCORE	SPESH
NUMBERS				
10 Adventures Game Pack 1	C Solutions		6	A, C
10 Great Games 2	Gremlin	Jun 88	9	C, BB
10 Great Games 3	Gremlin	Jan 89	6	C
100% Dynamite	Ocean	Jan 90	74%	C
10th Frame	Kixx	Jan 89	5	RR
10th Frame	US Gold	Apr 87	7	
123	Silverbird	Jun 89	3	C
180	MAD	Jan 87	9	M
19 Part 1 Boot Camp	Cascade	Sep 88	7	
19 Part 1 Boot Camp	Summit	Aug 90	68%	RR
1942	Elite	Nov 86	8	
1943	Go!	Oct 88	7	
1943	Kixx	May 90	67%	RR
1984	Incentive	Apr 84	7	
1985: The Day After	Mastertronic	Mar 86	7	
2 Hot 2 Handle	Ocean	May 92	90%	M, C
2 Player Soccer Squad	Cult	May 91	72%	
2088	Zeppelin	Nov 88	4	
2112 AD	Des Des	Mar 86	9	HOT
2D Game Maker	CRL	Nov 88	3	
3 Coin-op Classics	US Gold	Nov 87	6	C
3-2-1	MComp	Feb 86	2	
30 Games	Argus	Jun 86	7	C
3D Bat Attack	Cheetah	Sep 84		
3D Construction Kit	Domark	Aug 91	92%	M, U
3D Deathchase	299 Classics	Sep 86	6	RR
3D Deathchase	Zeppelin	Jul 89	69%	RR
3D Game Maker	CRL	Jan 88	6	
3D Pool	Firebird	Jul 89	81%	
3D Pool	Kixx	Apr 92	80%	
3D Seiddab Attack	Hewson	Jun 84	8	
3D Star Wars	CCI	Jul 84	5	
3D Starfighter	Codemasters	May 88	4	
3D Starstrike	299 Classics	Oct 86	8	RR
3D Stock Car	Firebird	Jul 88	7	
3D Stock Cars 2	Challenge	Feb 92	30%	
3D Strategy	Quicksilva	Jan 84		
4 Soccer Sims	Codemasters	May 90	87%	C, RR
4 Soccer Sims	Codies Gold	Feb 89	8	C
4-Game Pack 1	Atlantis	Mar 92	50%	C
4-Most Action	Alternative	Mar 91	87%	C
4-Most Balls...	Alternative	Mar 92	81%	C
4-Most Horror	Alternative	Jul 91	53%	C
4-Most Megaheroes	Alternative	Oct 91	60%	C
4-Most Speed Stunts	Alternative	Oct 91	50%	C
4-Most Sport	Alternative	Mar 91	83%	C
4-Most Super Sports	Alternative	Jun 93	20%	C
4-Most Thrillers	Alternative	May 93	65%	C
4-Most Thrillers	Alternative	May 93	65%	C
4-Most Warzone	Alternative	Oct 91	40%	C
4th Dimension	Hewson	Apr 90	52%	C
4x4 Combat Pack	Zeppelin	Sep 92	37%	C
4x4 Off Road Racing	Epyx	Apr 89	7	
4x4 Off Road Racing	Kixx	Nov 90	60%	RR
5 Computer Hits	Beau Jolly	Jul 87	8	C
5th Quadrant, The	Bubble Bus	Oct 87	5	
6 Pak	Hit Pak	Jul 87	8	C
6 Pak Vol 2	Hit Pak	Nov 87	9	BB, C
720°	US Gold	Jan 88	9	M
911TS	Elite	Aug 85	4	
A				
A Day In The Life	Micromega	Jun 85	4	
A Fistful Of Blood Capsules	Zodiac	Jan 88	8	A
A Question Of Scruples	Leisure Genius	Jan 88	8	
A Question Of Sport	Elite	Mar 89	7	
A Question Of Sport	Encore	Feb 91	68°	RR
A Ticket To Ride	Mastertronic	Jul 86	5	A
A Trick Of The Tale	C Solutions	Aug 86	2	
A View To A Kill	Domark	Aug 85		
AMC	Dinamic	Jul 90	75°	
APB	Tengen	Oct 89	75°	
ATF	D Integration	Apr 88	8	
ATV Simulator	Codemasters	Dec 87	8	
Aargh!	Virgin MT	Aug 89	48°	
Abu Simbel Profanation	Gremlin	Oct 85	4	
Academy	CRL	Dec 86	9	M
Ace	Cascade	Oct 86	8	
Ace 2	Cascade	Feb 88	5	
Ace Of Aces	Kixx	Jan 89	7	RR
Ace Of Aces	US Gold	May 87	7	
Acheton	Topologika	Jul 88	7	A, +3
Acrojet	Microprose	Apr 87	7	
Action Biker Starring Clumsy Colin	Mastertronic	Oct 85	3	
Action Countdown	Kixx	Jan 90	30°	C
Action Double	Challenge	Dec 91	90°	M, C
Action Fighter	Firebird	Nov 89	62°	
Action Force	Virgin	Jan 88	6	
Action Force 2	Virgin	Jun 88	9	M
Action Pack	Alligata	Nov 87	5	C
Action Reflex	Mirrorsoft	Aug 86	8	
Ad Astra	Gargoyle	Aug 84		
Addams Family, The	Ocean	Jun 92	86°	M, 128
Adidas Championship Football	Ocean	Sep 90	85°	128
Adidas Championship Tie-Break	Ocean	Nov 90	79°	



All copies of the game have been burnt, so here's a pic of Diana Rigg.

ADVANCED LAWNMOWER SIM

Dunc MacDonald's 'amazing' 'game' where you pressed a key to start the mower and, er, watched it mow all the grass on the screen appeared one month on the YS covertape and captured the imagination of the nation. (Oh no.) For the next year, YS couldn't move for sequels, featuring such gameplay enhancements as a random chance of your mower exploding as you turned it on, or rocks. The really desperate bit was that a few people sat down and attempted to turn out a genuine game, with levels and power-ups and things. There was even an *Advanced Lawnmower Sim 3D*. Yikes.

TITLE	COMPANY	ISSUE	SCORE	SPESH
Advanced Lawnmower Sim	Gardensoft	Apr 88	9	M
Advanced Pinball Sim	Codemasters	Jan 89	7	
Advanced Pinball Sim	Codemasters	Nov 89	60°	LG
Adventures Of St Bernard, The	Carnell	Jun 84	7	
After The War	Dinamic	Dec 89	71°	
Afterburner	Activision	Mar 89	7	
Afterburner	Hit Squad	May 91	78°	RR
Aftershock	Interceptor	Dec 86	7	A
Agatha's Folly	Zenobi	Mar 90	8	A
Agent Orange	A 'n' F	Mar 87	7	
Agent X	Mastertronic	Mar 87	7	
Agent X 2	Mastertronic	Jan 88	6	
Air Traffic Control	Mikro-Gen	Feb 85	2	S
Airborne Ranger	Kixx	Jun 92	47°	RR
Airborne Ranger	Microsphere	Jan 89	7	
Airliner	Protek	Jan 84		
Airwolf	Elite	Apr 85	6	
Airwolf	Encore	Sep 88	6	RR
Aladdin's Cave	Artic	Feb 86	5	
Alcatraz Harry	Mastertronic	Nov 84	6	
Alchemist	Imagine	Apr 84	9	
Alien	Mind Games	Apr 85	8	S
Alien 8	Ultimate	May 85 M		
Alien Evolution	Gremlin	Jul 87	8	
Alien Highway	Vortex	Jul 86	9	M
Alien Storm	US Gold	Oct 91	75°	
Alien Swoop/Domain	Space Age	Feb 84		
Alien Syndrome	Ace	Nov 88	8	
Aliens	Electric Dreams	Feb 87	9	
Aliens US	Alternative	Apr 90	80°	
Aliens US	Electric Dreams	Jan 88	9	M
All Or Nothing	Abbex	Feb 85	6	
All-American Basketball	Zeppelin	Feb 93	20°	
Altered Beast	Activision	Nov 89	80°	
Altered Beast	Hit Squad	Dec 91	81°	RR
Alternative World Games	Gremlin	Sep 88	3	
Amaurote	MAD	Jul 87	9	M
American 3D Pool	Zeppelin	May 92	79°	
American Tag Team Wrestling	Zeppelin	Oct 92	86°	
American Turbo King	Mastertronic	May 90	60°	LG
Anarchy	Rack-It	Feb 88	8	
Ancient Battles – Encyclop Of War	CCS	Mar 89	9	S, M
Andy Capp	Mirrorsoft	Mar 88	8	
Anfractuos	Players	May 87	7	
Angleball	MAD	Dec 87	8	
Animator 1	Softcat	Aug 86		U
Annals Of Rome	PSS	Feb 87	4	S
Ant Attack	Quicksilva	Jan 84		
Antics	Bug-Byte	Sep 84		
Antterro/Prelude	C Solutions	Mar 86	4	
Anttilis Mission, The	Compass	Jul 92	8	A
Apocalypse	Command	Nov 87	6	S
Apocalypse	Red Shift	Feb 84		S
Apollo	Darkstar	Aug 84		



Always check traffic in both directions before crossing the road.

ANT ATTACK
Earth-shattering bug hunt game that launched isometric 3D. It was very '50s monster movie-ish, as you jogged around a walled city and blew up giant ants with grenades, all the while attempting to find your boy (or girl) friends. The 3D is very convincing, and there are some diabolically clever bits where you have to go 'behind' walls and progress by instinct (sort of). What nobody realised until about two years later was that one of the keys flipped the view 90°. Ha ha! What a fine joke on us.

TITLE	COMPANY	ISSUE	SCORE	SPESH
Apple Jam	DK'tronics	Feb 84		
April 7th	Zenobi	Aug 92	7	A
Aquasquad	Atlantis	Mar 89	4	
Arc Of Yesod	Thor	May 86	9	HOT
Arcade Classics	Silverbird	Dec 88	7	
Arcade Flight Simulator	Codemasters	Sep 89	76°	
Arcade Fruit Machine	Zeppelin	May 90	55°	
Arcade Trivia Quiz	Zeppelin	May 90	76°	
Archers, The	Mosaic	Feb 87	5	A
Archon	Ariolasoft	Jul 85	6	
Archon Collection, The	Electronic Arts	Apr 89	8	S
Arctic Fox	Electronic Arts	Aug 88	5	
Arcturus	Visions	Jul 84	4	S
Arena	Lothlorien	Mar 86	6	S
Arkanoid	Imagine	May 87	9	M
Arkanoid 2	Imagine	Apr 88	9	M

TITLE	COMPANY	ISSUE	SCORE	SPESH
Arkanoid 2	Imagine	Jun 91	90°	RR
Armageddon Man, The	Martech	Oct 87	8	S
Army Moves	Imagine	Jul 87	8	
Army Moves	Summit	Mar 90	40°	
Arnhem	CCS	Jul 85	8	S
Arnold The Adventurer 2	Zenobi	Aug 92	7	A
Art Studio	Rainbird	Feb 86		U
Artist 2, The	Softechnics	Feb 87	9	U
Artura	Gremlin	Dec 88	6	
Asterix	M House	Dec 86	5	
Astonishing... She-Vampires	Piranha	Aug 87	7	
Astroball	Revelation	Jun 92	90°	M
Astrocade	DDS	Jul 86	7	C
Astroclone	Hewson	Dec 85	6	
Astronut	S Projects	Nov 84		
Athena	Imagine	Oct 87	9	M
Atlas Assignment	Virgin	Jul 84	7	A
Atom Ant	Hi-Tec	Dec 92	70°	OTGA
Attack Of The Empire	Chibur	May 85	2	
Attack Of The Killer Tomatoes	Global	Jun 86	8	
Auf Wiedersehen Monty	Gremlin	Jun 87	9	
Austerlitz	Lothlorien	Apr 86	7	S
Austerlitz 1805	CCS	Sep 89	82°	S
Australian Rules Football	Again Again	Jan 90	69°	
Automania	Mikro-Gen	Nov 84	8	
Avalanche	CCS	Jan 92	82°	S
Avenger	Gremlin	Dec 86	9	M
Avenger	Kixx	Oct 90	86°	RR
Axe Of Kolt, The	FSF	Dec 90	9	A, M
Axe Of Kolt, The	FSF	Jan 93	10	A
Aztec Assault	Zenobi	Dec 92	9	A

B

TITLE	COMPANY	ISSUE	SCORE	SPESH
B McGuigan's World Champ Boxing	AV	Feb 86	8	
BC Bill	Imagine	Nov 84	6	
BMX Freestyle	Codemasters	Apr 89	4	
BMX Kidz	Firebird Silver	May 88	3	
BMX Simulator	Codemasters	Mar 87	7	
BMX Simulator 2	Codemasters	Aug 89	74°	
Back To Skool	Microsphere	Feb 86	9	HOT
Back To The Future	Electric Dreams	Jun 86		
Back To The Future Part 2	Image Works	Aug 90	79°	
Back To The Future Part 3	Mirrorsoft	Mar 91	82°	
Badlands	Hit Squad	Nov 92	70°	RR
Badlands	Tengen	Dec 90	68°	
Ball Crazy	MAD	Aug 87	5	
Ballblazer	Activision	Jun 86	8	
Ballbreaker	CRL	Dec 87	8	
Ballbreaker 2	CRL	Jul 88	5	
Ballooning	Heinemann	Jun 84	7	
Balrog And The Cat, The	Zenobi	Mar 89	8	A
Banger Racer	D&H	Nov 91	52°	
Bangers And Mash	Alternative	Jun 92	70°	
Barbarian	M House	Nov 88	8	
Barbarian	Palace	Jul 87	7	
Barbarian 2	Kixx	Dec 90	60°	RR
Barbarian 2	Palace	Jan 89	6	
Bard's Tale, The	Electronic Arts	Sep 88	9	M, A
Barrel Drop	G Machine	Feb 84		
Basil The Great Mouse Detective	Gremlin	Jan 88	6	
Batman 3D	Ocean	May 86	9	M
Batman The Caped Crusader	Hit Squad	Apr 91	92°	RR
Batman The Caped Crusader	Ocean	Jan 89	9	M
Batman The Movie	Hit Squad	Nov 91	80°	
Batman The Movie	Ocean	Nov 89	91°	M
Battle Command	Ocean	Jul 91	86°	
Battle For Midway	PSS	6	S	
Battle Of Britain	PSS	Mar 87	5	S
Battle Of The Bulge	CCS	Sep 90	75°	S
Battle Of The Planets	Mikro-Gen	Mar 86	8	
Battle Tank Simulator	Zeppelin	Mar 89	4	
Battlecars	Summit	Oct 88	1	
Battlefield Germany	PSS	Jun 87	9	S
Battleships	Elite	Oct 87	9	M
Battleships	Encore	Sep 88	6	RR
Batty	Encore	Jul 89	89°	
Bazooka Bill	M House	Apr 87	7	
Beach Buggy Simulator	Silverbird	Oct 88	8	
Beach Head	US Gold	Dec 84	6	
Beach Head 2	US Gold	Feb 86	9	M
Beaky And The Egg Snatchers	Fantasy	Oct 84		
Beamrider	Activision	Feb 85	4	
Bear Bovver	Artic	Jun 84	9	
Beast, The	Marlin	Dec 88	8	A
Beatcha	Romik	Dec 84	1	
Beatle Quest	Number 9	Mar 85	6	A
Bedlam	Go!	Mar 88	9	M, 128
Behind Closed Doors 3	Zenobi	Jan 90	9	M, A
Benny Hill's Madcap Chase	DK'tronics	Apr 86	6	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Best Of 3D, The	Vortex	Nov 87	8	C
Beverly Hills Cop	Tynesoft	Apr 90	62°	
Beyond The Ice Palace	Elite	Jul 88	8	
Biff	Beyond Belief	May 92	80°	
Big Ben Strikes Again	Artic	Dec 85	5	
Big Four	Durell	Jan 87	9	M, C
Big Nose's American Adventure	Codemasters	Feb 92	80°	
Big Sleaze, The	Piranha	Aug 87	8	A
Big Trouble In Little China	Alternative	Aug 90	51°	
Big Trouble In Little China	Electric Dreams	Jun 87	8	
Bigfoot	Codemasters	Apr 89	5	
Biggles	Mirrorsoft	Aug 86	7	
Billy The Kid	Codemasters	Nov 89	76°	LG
Bionic Commando	Go!	Jul 88	9	M
Bismarck	Alternative	May 92	39°	S, RR
Bismarck	PSS	Jul 87	7	S
Biz, The	Ocean	Mar 90	96°	BB, C
Biz, The	Virgin	Jul 85	8	S
Black Hawk	Sparklers	Dec 86	7	
Black Lamp	Firebird	May 88	7	
Black Tiger	US Gold	Mar 90	78°	
Blade Runner	CRL	Mar 86	7	
Blade Warrior	Codemasters	Dec 88	4	
Blasteroids	Image Works	Apr 89	7	
Blazing Thunder	Hi-Tec	Jan 93	54°	OTGA
Blinky's Scary School	Zeppelin	Jul 90	78°	
Blip	Silverbird	Feb 89	5	
Blitzkrieg	CCS	Jun 88	4	S
Blockbusters	TV Games	Feb 88	8	
Blood Brothers	Gremlin	Aug 88	7	
Blood Valley	Gremlin	Jun 88	5	
Bloodwych	Image Works	Jun 90	94°	
Blue Max	US Gold	Apr 85	2	
Bobby Bearing	The Edge	Jul 86	9	M
Bobby Yazz Show, The	Destiny	Nov 88	8	
Bobsleigh	D Integration	Feb 88	9	M
Bob's Full House	TV Games	Sep 89	80°	
Boggit, The	CRL	Oct 86	8	A
Bomb Jack	Elite	May 86	9	HOT
Bomb Jack	Encore	Oct 88	9	RR
Bomb Jack 2	Elite	May 87	6	
Bomb Jack 2	Encore	Aug 89	58°	
Bomber Bob In Pentagon Capers	Bug-Byte	Jan 86	7	
Bombscare	Firebird Silver	Nov 86	7	
Bonanza Bros	US Gold	Aug 92	66°	
Book Of The Dead	Essential Myth	Apr 87	8	A
Booty	Firebird	Feb 85	6	
Bosconian '87	Mastertronic	Jan 88	5	
Boulderdash	Prism	Dec 92	86°	OTGA
Boulderdash	Prism	Oct 87	8	RR
Boulderdash 2	Prism	Oct 87	8	
Boulderdash Construction Kit	Databyte	Feb 88	8	
Bounces	Beyond	Jun 86	4	
Bounder	Gremlin	Jul 86	7	M
Bounty Bob Strikes Back	US Gold	Nov 85	9	
Bounty Hunter, The	Codemasters	Jul 90	76°	
Bounty Hunter, The	River	Aug 89	7	A
Boxing Manager 2	D &H	Apr 90	65°	
Brain Damage	Silversoft	Feb 84		
Brainache	Codemasters	Apr 87	5	
Brainstorm	Bubble Bus	Feb 86	6	
Brainstorm	Firebird Silver	Jun 88	6	
Bravestarr	Go!	Jan 88	9	M
Braxx Bluff	Micromega	Dec 84	6	
Breakthru	US Gold	Jan 87	4	
Brian Bloodaxe	The Edge	Apr 85	6	
Brian Clough's Football Fortunes	CDS	Apr 87	9	M
Brian Jacks Superstar Challenge	Martech	Jun 85	2	
Bridge Player 2	CP Software	Feb 85	6	
Bristles	Statesoft	Apr 85	4	
Bronx Street Cop	Codemasters	Nov 89	89°	LG
Bruce Lee	US Gold	May 85	6	
Bryan Robson's Superleage	P Lamond	Nov 85	7	
Bubble Bobble	Hit Squad	Sep 91	90°	M
Bubble Dizzy	Codemasters	Feb 92	80°	
Bubble Trouble	Arcade	Jul 84	4	
Bubbler	Ultimate	Jul 87	7	
Buccaneer	Firebird Silver	Dec 86	2	RR
Buccaneer	Insight	Jan 86	4	
Buck Rogers: Planet Of Zoom	US Gold	Sep 85	4	
Buffalo Bill's Rodeo Games	Tynesoft	Sep 89	54°	
Buffer Adventure	Buffer Micros	Sep 84		A
Bug Eyes	Icon	Jun 85	6	
Bugaboo	Quicksilva	Jan 84		
Buggy Blast	Firebird	Apr 85	6	
Buggy Boy	Elite	Jul 88	7	
Buggy Boy	Encore	Mar 90	47°	RR
Bugsy	CRL	Feb 87	8	A

TITLE	COMPANY	ISSUE	SCORE	SPESH
Bulbo And The Lizard King	Zenobi	Aug 87	8	A
Bulge, The	Argus Press	Aug 85	6	S
Bullseye	Mastertronic	Sep 84		
Bully's Sporting Darts	Alternative	Mar 93	54°	
Burning Rubber	CRL	Mar 90	48°	C
Butch Hard Guy	Advance	Apr 87	7	
Butcher Hill	Gremlin	May 89	57°	
By Fair Means Or Foul	Superior	Jan 89	6	
C				
CD Games Pack	Codemasters	Mar 90		C, CD
CJ In The USA	Codemasters	Dec 91	81%	
CJ's Elephant Antics	Codemasters	Jun 91	85%	
CORE	A 'n' F	Jul 86	8	
Cabal	Hit Squad	Oct 91	81°	
Cabal	Ocean	Nov 89	93°	M
Caesar The Cat	Mirrorsoft	9	EDU	
Cage Match	Mastertronic	May 88	4	
California Games	Epyx	Mar 88	7	
California Games	Kixx	Dec 90	69°	
Call Me Psycho	Pirate	Jan 88	6	
Calling, The	Vis Dimensions	Dec 87	6	A
Camelot Warriors	Ariolasoft	Jan 87	7	
Camelot Warriors	Mastertronic	Apr 89	4	RR
Canyon Warrior	Mastertronic+	Oct 89	66°	
Captain America... Doom Tube	Go!	Mar 88	7	
Captain Blood	Exxos	May 89	68°	
Captain Dynamo	Codemasters	Jul 92	88°	
Captain Fizz Meets The Blastertrons	Psyclapse	Aug 89	78°	
Captain Kelly	Quicksilva	Dec 86	4	
Captain Kook	Paul Cardin	Feb 91	8	A
Captain Planet	Mindscape	Mar 92	49°	
Captain Slog	Alpha Omega	Oct 86	7	
Car Journey	Heinemann	Jun 84	7	EDU
Carnival	Eclipse	Sep 84		
Carrier Command	Rainbird	Jul 89	94°	M, 128



In *Chaos*, the dead walk. And run after you. And beat you up. It's a laugh riot.

CHAOS

D'you know, we couldn't decide which was worse. Getting an overall score of six from the Your Spectrum reviewers (who seemed disappointed it wasn't a spreadsheet) or Stuart missing the game out of his Top 100 altogether. Then we decided the worst thing of all was that some of you may never have played *Chaos*. And that's a scary thought. It is, unarguably, the best multi-player game in the world. Ever. And anyone who even attempts to dispute the fact should be made to play it.

TITLE	COMPANY	ISSUE	SCORE	SPESH
Case Of The Beheaded Smuggler	MI	Dec 89	8	A
Castle Blackstar	SCR	Aug 84		
Castle Eeeerie/Shipwreck	Tartan	Oct 87		A
Castle Master	Incentive	May 90	93°	M
Castle Thade Revisited	SAEC	Dec 87	8	A
Cauldron	Silverbird	Dec 88	6	RR
Cauldron 1 and 2	Hi-Tec	Feb 91	75°	RR
Cauldron 2	Palace	Sep 86	9	M
Cavelon	Ocean	Oct 84		
Cavemania	Atlantis	May 91	70°	
Cavern Fighter	Bug-Byte	Apr 84	6	
Caverns Of Kontonia	Atlantis	Sep 86	4	
Caves Of Doom	Mastertronic	Feb 86	8	
Cecco's Collection	Hewson	Aug 90	92%	BB, C
Centurions	Reaktör	Nov 87	5	
Cerius	Atlantis	Aug 88	7	
Chain Reaction	Durell	Dec 87	7	
Chain Reaction	Encore	Feb 90	28%	RR
Champ, The	Linel	May 91	68%	
Championship 3D Snooker	Zeppelin	Aug 92	70%	
Championship Baseball	Alternative	Mar 90	30%	RR
Championship Basketball	Gamestar	Oct 87	8	
Championship Golf	D&H	Oct 89	45%	
Championship Run	Impulze	May 91	68%	
Championship Run	Zeppelin	Mar 92	84%	RR
Championship Sprint	Alternative	Dec 90	65°	RR
Championship Sprint	Electric Dreams	May 88	6	
Chaos	G Workshop	Jul 85	6	S
Charlie And The Chocolate Factory	Hill MacGibbon	Aug 85	4	
Chart Attack	Gremlin	Jan 92	90%	M
Chase HQ	Hit Squad	Jan 92	93%	M, RR
Chase HQ	Ocean	Feb 90	94%	M
Chequered Flag	Psion	Jan 84		
Chicago '30s	US Gold	May 89	69°	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Chicken Chase	Firebird	Feb 86	7	
Chimera	Firebird	Jan 86	8	
Chinese Juggler	Ocean	Feb 85	4	
Chip's Challenge	US Gold		82%	
Christmas Collection	Hewson	Nov 89	93%	BB, C
Chronos	Mastertronic	Jul 87	8	
Chubby Gristle	Grandslam	Sep 88	5	
Chuck Yeager's Adv Flight Trainer	Electronic Arts	Jul 89	70°	
Chuckie Egg 2	A 'n' F	Jul 85	4	
Circus Games	Tynesoft	Apr 89	4	
Cisco Heat	Mirrorsoft	Feb 92	62%	
City Slicker	Hewson	Jan 87	8	
Classic Adventure	M House	Apr 84	8	A
Classic Arcadia	Alternative	Apr 90	28%	
Classic Arcadia 2	Alternative	Mar 93	40%	OTGA
Classic Collection No 1	Mikro-Gen	Jul 87	7	C
Classic Games 4	CP Software	Mar 89	4	C
Classix 1	The Edge	Nov 87	6	C
Clever And Smart	MBy	Feb 88	5	
Clever Clogs Startrucker	Argus Press	Oct 84		
Clock Chess '89	CP Software	Mar 89	7	+3
Cloud 99	Marlin	Nov 88	8	A
Cluedo	Leisure Genius	Nov 85	7	S
Cobra	Hit Squad	Jan 90	74%	RR
Cobra	Ocean	Feb 87	8	
Codename Mat 2	Domark	Nov 85	6	
Coin-op Hits	US Gold	Jan 90	71%	C
Coin-op Hits 2	US Gold	Jun 91	78%	C
Colditz	PA	Jul 84	6	A
Colditz Story, The	Atlantis	Mar 88	6	
Colony	Mastertronic	Apr 87	4	
Colosseum	Kixx	May 89	8	
Colossus Bridge 4	CDS	Feb 87	8	
Colour Of Magic, The	Piranha	Feb 87	8	A
Colussus 4 Chess	CDS	Oct 86	8	
Combat Lynx	Durell	Dec 84	2	
Combat Lynx	Encore	Jan 89	5	RR
Combat School	Ocean	Feb 88	9	M
Comet Game, The	Firebird	Aug 86	3	
Command Performance	US Gold	May 89	77°	C
Commando	Elite	Feb 86	9	HOT
Commando	Elite	Jul 93	78%	
Commando	Encore	Jan 89	6	RR
Compendium	Gremlin	Mar 88	6	
Computer Maniac's Diary	Domark	Mar 89	8	U
Con-Quest	MAD	Oct 86	8	
Confidential	Radar Games	May 85 A		
Conflicts 1	PSS	Aug 87	8	C, S
Conflicts 2	PSS	Aug 87	6	C, S
Confuzion	Incentive	Jul 85	4	
Conquestador	M House	Dec 86	9	M
Contact Sam Cruise	Microsphere	Feb 87	8	
Contact Sam Cruise	Summit	Oct 88	7	RR
Continental Circus	Mastertronic+	May 91	62	
Continental Circus	Virgin	Nov 89	60%	
Convoy	Budgie	Nov 85	6	S
Convoy Raider	Gremlin	Oct 87	6	
Corporal Stone	Zenobi	Mar 93	6	A
Corruption	Rainbird	Nov 88	7	A, +3
Corya: Warrior Sage	The Guild	Jul 92	6	A
Cosmic Pirate	ByteBack	Nov 89	64%	
Cosmic Shock Absorber	Martech	Jul 87	6	
Cosmic Wartoad	Ocean	Mar 86	8	
Costa Capers	Firebird	Feb 86	6	
Count And Add	Lander	Feb 92	7	EDU
Count Duckula 2	Alternative	Dec 92	9%	OTGA
Count Duckula – No Sax Please	Alternative	Mar 90	73%	
Covenant, The	PSS	Oct 85	8	
Crack City	Zenobi	Jun 90	9	M, A
Crackdown	US Gold	May 90	76%	
Crash Collection, The	US Gold	Sep 89	85%	



Creative use of blue space, eh? (And of tat graphics and no gameplay, ha ha.)

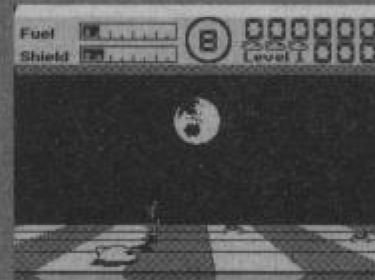
COUNT DUCKULA 2
Alternative surpassed themselves with this utterly superb game based on the cartoon series. You (as Duckula) have to leap around platforms on the Planet Cute, and can shoot the cute inhabitants with a ketchup gun. It's got mindblowing graphics, stunning sound and the playability goes right off the scale. You'll be coming back to it time and again, long after you've tired of the likes of *Mercenary* and *Head Over Heels*. Absolutely amazing. Oh, sorry, I seem to have gone mad.

TITLE	COMPANY	ISSUE	SCORE	SPESH
Crazy Cars	Titus	Jun 88	5	
Crazy Cars 2	Titus	Jul 89	84°	
Crete 1941	CCS	Mar 91	79%	S
Cricket Captain	D&H	Apr 90	38%	
Cricket Captain	D&H	Apr 92	24%	RRR
Cricket Captain	D&H	Jul 91	67%	RR
Crime Busters	Players	Nov 88	7	
Critical Mass	Durell	Dec 85	9	
Cromwell At War 1642-1645	CCS	Jul 91	74%	S
Crosswize	Firebird	Jul 88	9	M
Crown, The	Wrightchoice	Jun 87	7	A
Crusoe	Automata	Nov 84	6	
Crypt, The	Camell	Feb 84		
Crystal Castles	Kixx	Dec 89	90%	M, RR
Crystal Kingdom Dizzy	Codemasters	Dec 92	70%	
Crystal of Chantie, The	Pelagon	Oct 87		A
Curse Of Calutha, The	Zenobi	Sep 92	8	A
Curse Of The Seven Faces	Imperial	Apr 85 A		
Custard Kid, The	New Generation	Dec 85	9	
Custerd's Quest	Power House	Jul 87	8	A
Cyberball	Hit Squad	Sep 92	67%	
Cyberball	Tengen	May 90	70%	
Cyberknights	CRL	Jul 88	4	
Cybernoid	Hewson	May 88	9	M
Cybernoid 2	Hewson	Dec 88	9	M
Cyberun	Ultimate	Jun 86	8	
Cycles, The	Accolade	Aug 90	53%	
Cyclone	Vortex	Apr 85	2	
Cylon Attack	A 'n' F	Mar 85	4	
Cylu	Firebird	Nov 85	5	
Cyrox	Power House	May 87	6	
Cyrus 2	Alligata	Dec 86	7	
D				
DJ Puff's Volcanic Caper	Codemasters	Apr 93	40%	
DNA Warrior	Artronic	May 89	41°	
Daley Thompson's Decathlon	Ocean	Dec 84	8	
Daley Thompson's Decathlon	Ocean	Dec 89	46°	RR
Daley Thompson's Olympic Challenge	Hit Squad	Nov 90	84°	RR
Daley Thompson's Olympic Challenge	Ocean	Nov 88	7	
Daley Thompson's Supertest	Hit Squad	Aug 90	76%	RR
Daley Thompson's Supertest	Ocean	Nov 85	9	
Dambusters	US Gold	Sep 85		
Dan Dare 2	Virgin	Mar 88	9	M
Dan Dare 3	Virgin	Feb 90	89°	
Dandy	Electric Dreams	Jan 87	6	
Danger Mouse In Double Trouble	C Sparks	Feb 85	8	
Danger Mouse In Making Whoopee	Sparklers	Oct 86	8	
Danger Mouse in Double Trouble	C Sparks	Aug 86	6	
Darius+	The Edge	May 90	75°	
Dark Empire	Lothlorien	Jul 87	4	
Dark Fusion	Gremlin	Dec 88	7	
Dark Fusion	Gremlin	May 89	81°	
Dark Sceptre	Firebird	Jan 88	9	M
Dark Side	Incentive	Aug 88	9	M
Dark Star	Des Des	Feb 85	6	
Dark Tower, The	River	Jul 92	10	A
Darkest Road, The	Zenobi	Jan 92	8	A
Darkman	Hit Squad	Aug 93	22%	
Darkman	Ocean	Oct 91	85%	
Dartz	Automata	Oct 84		
Dataskip Video Digitiser	Dataskip	Dec 86		U, HA
Dawnssley	Top Ten	Nov 87	3	
Days Of Thunder	Mindscape	Jan 91	70%	
Deactivators	Reaktör	Nov 86	9	M
Dead End	Int'active Tech	May 90	4	A
Deadly Mission	J Henry	Nov 87	7	A
Death Or Glory	CRL	Jan 88	4	
Death Or Glory	Dream World	Jan 93	10	A
Death Stalker	Codemasters	Mar 89	5	
Death Star Interceptor	System 3	Jun 85	2	
Death Wake	Quicksilva	Mar 86	8	S
Death Wish 3	Gremlin	Oct 87	9	M
Deathball	Alpha Omega	Nov 86	2	
Deathscape	Starlight	Aug 87	9	M
Deep Chrome	Compass	Mar 93	6	A
Deep Strike	Durell	Feb 87	4	
Deep, The	US Gold	Mar 89	3	
Defcom	Quicksilva	Feb 87	4	
Defenda	Interstella	Aug 84		
Defenders Of The Earth	Enigma	Jun 90	64°	
Deflektor	Gremlin	Jan 88	9	M
Defusion/Worms	K-Tel	Aug 84		C
Dekorating Blues	Alpha Omega	Sep 86	3	
Deliverance: Stormlord 2	Hewson	Aug 90	91%	M
Delta Charge!	Thalamus	Jun 90	55°	
Delta Wing	C Sparks	Dec 84	6	
Demon From The Darkside	Compass	Jan 87	7	A
Demon's Revenge	Firebird Silver	Jun 88	4	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Denizen	Players	Jul 88	5	
Dervish	Power House	Jun 88	2	
Desert Hawk	Players	Nov 86	2	
Desolator	US Gold	Aug 88	7	
Destructo	Bulldog	Oct 87	5	
Deux Ex Machina	Automata	Dec 84		
Devastating Blow	Beyond Belief	Oct 91	70%	
Deviants	Players	Apr 88	8	
Devil Rides In	Carnell	Jun 84	7	
Devil's Crown	Mastertronic	May 86	8	
Devil's Hand, The	Compass	Jan 89	7	A
Diablo!	Mark Cantrell	Jul 89	8	A
Diamond	Destiny	Sep 88	5	
Dick Tracy	Titus	Apr 91	53%	
Dinky Digger	Postern	Apr 84	6	
Dirt Track Racer	Zeppelin	Aug 91	73%	
Disco Dan	Gem	Aug 84		
Discs of Death	Artic	Jan 86	7	
Dizzy	Codemasters	Dec 87	7	
Dizzy Dice	Players	Apr 87	7	
Dizzy Down The Rapids	Codemasters	Jul 92	65%	
Dizzy – Prince Of The Yolkfolk	Codemasters	Jan 93	71%	
Doc Croc's Outrageous Adventures	Zeppelin	Jan 93	69%	RR
Doc The Destroyer	M House	Jun 87	7	
Doctor Who: Dalek Attack	Admiral	Jul 93	56%	
Dodgy Geezers	M House	Mar 87	7	A
Dogfight 2187	Starlight	Jul 87	9	M
Dogsbody	Bug-Byte	May 86	4	
Dome Trooper	Matand			A
Domes Of Sha, The	River	Nov 88	8	A
Dominator	System 3	Jul 89	74°	
Donkey Kong	Ocean	Feb 87	5	
Don't Buy This	Firebird	Aug 85	2	C
Don't Panic	Firebird	Aug 85	6	
Doomdark's Revenge	Beyond	Feb 85		A
Doomsday Castle	Fantasy	Feb 84		
Double Agent	Tartan	Apr 88	8	
Double Dare	Alternative	Mar 92	82%	
Double Dragon	M House	Feb 89	8	
Double Dragon	Mastertronic	Feb 91	70°	
Double Dragon 2	Mastertronic	Oct 91	38°	RR
Double Dragon 2	Tronix	Mar 92	77°	RRR
Double Dragon 2	Virgin MT	Jan 90	77°	
Double Dragon 3	Storm	Mar 92	88%	128
Double Take	Ocean	Mar 87	8	
Double Volleyball	Mastertronic	Dec 86	4	
Double, The	J Scanatron	Feb 88	8	
Down To Earth	Firebird	Aug 87	8	
Downtown	Atlantis	Aug 91	62%	
Dr Doom's Revenge	Empire	Apr 90	74°	
Draconus	Zeppelin	Dec 88	3	
Dracula	CRL	Feb 87	6	A
Dragon Breed	Activision	Jan 91	82%	
Dragon Slayer	Dream World	Feb 93	7	A
Dragon Spirit	Hit Squad	Jan 92	67°	
Dragon Spirit	Tengen	Oct 89	83°	
Dragonfire	Cheetah	Dec 84	1	
Dragonninja	Hit Squad	Jun 91	60°	
Dragonninja	Ocean	Apr 89	7	
Dragons Of Flame	Kixx	Jun 92	39%	
Dragons Of Flame	TSR/US Gold	Oct 90	65%	
Dragonsbane	Quicksilva	June 84	7	
Dragontorc	Hewson	Jun 85	6	
Dragon's Lair	Encore	Jul 90	55%	RR
Dragon's Lair	S Projects	Dec 86	5	
Draughts Genius	Rack-It	Nov 87	8	
Dream Team, The	Ocean	Feb 93	70%	C
Dream Warrior	US Gold	Sep 88	8	
Driller	Hit Squad	May 91	97°	
Driller	Incentive	Jan 88	9	M
Druid	Firebird	Dec 86	6	
Duel, The: Test Drive 2	Accolade	Dec 89	52°	
Dukes Of Hazzard, The	Elite	Jun 85	2	
Dun Darach	Gargoyle	Aug 85		A
Dungeon Builder	Dream	Oct 84		U
Dungeon Dare/Classroom Chaos	C Solutions	Mar 86	4	
Dynamic Duo	Firebird	Apr 89	7	
Dynamite Dan	Mirrorsoft	Oct 85	7	
Dynamite Dan 2	Mirrorsoft	Sep 86	9	M
Dynamite Dux	Activision	Oct 89	81°	
Dynasty Wars	US Gold	Jun 90	80°	
Dynatron Mission	Mastertronic	Apr 88	5	

E

TITLE	COMPANY	ISSUE	SCORE	SPESH
E-Motion	US Gold	May 90	80°	
E-Swat	US Gold	Mar 91	68°	
Earthlight	Firebird	Jul 88	8	
Earthshock	8th Day	Jul 87	7	A
Echelon	US Gold	Mar 89	8	
Edd The Duck	Impulze	Feb 91	83°	
Edd The Duck	Zeppelin	Dec 91	80°	
Eddie Kidd Jump Challenge	Martech	Feb 85	4	
Eddie Kidd's Jump Challenge	Ricochet	Oct 87	4	RR
Edition 1	Virgin	Nov 90	88°	C
Eidolon, The	Activision	Mar 87	7	
Elevator Action	Quicksilva	Mar 87	8	
Eliminator	Alternative	Oct 88	6	
Eliminator	Hewson	May 89	90°	M
Eliminator	Players	Mar 91	64°	RR
Elite	Firebird Gold	Nov 85		M
Emerald Isle	Level 9	May 85		A
Emlyn Hughes International Soccer	Audiogenic	Apr 89	5	
Emlyn Hughes International Soccer	Touchdown	Aug 92	85%	RR
Emlyn Hughes' Arcade Quiz	Audiogenic	Nov 90	32°	
Empire Strikes Back, The	Domark	Sep 88	8	
Endurance	CRL	Jan 86	8	
Enduro	Activision	Dec 84	6	
Enduro Racer	Activision	Apr 87	9	M
Enduro Racer	Hit Squad	Dec 89	86°	RR
Energy Warrior/Molecule Man	MAD X	May 88	5	C
Enigma Force	Beyond	Apr 86	8	
Enlightenment	Firebird	Mar 88	8	
Enterprise	M House	Jul 87	8	
Enterprise	Mastertronic+	Jun 90	58°	RR
Epyx Action	Epyx	Jan 90	60°	C
Equinox	Mikro-Gen	Aug 86	8	
Erik: Phantom Of The Opera	Crysys	Feb 88	6	
Escape From Singe's Castle	Encore	Jul 90	19°	RR
Escape From Singe's Castle	S Projects	May 87	8	
Escape From... Robot Monsters	Hit Squad	Jul 92	90°	M, RR
Escape From... Robot Monsters	Tengen	Jul 90	83°	
Escape MCP	Rabbit	Jan 84		
Eskimo Eddie	Ocean	Jun 84	8	



Can hardly see all the pollution and misery from up here, can you? (Satire.)

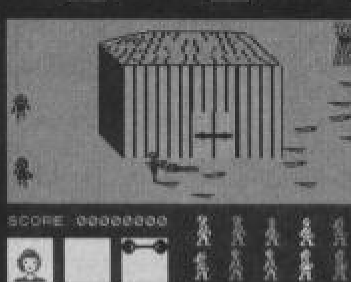
EARTHLIGHT
Gorgeous shoot-'em-up in amazo-3D-vision where you sort of viewed the screen from the side and slightly above your ship. Everything moved in perspective as you passed it, and shadows changed angle accordingly. You could even forgive the relatively small playing area because of the beautiful rotating Earth sitting in the centre of the screen. Pete Cooke's finest hour. Apart from *Tau Ceti*. And Academy. And *Micronaut One*, and lots of other games.

TITLE	COMPANY	ISSUE	SCORE	SPESH
Eureka	Domark	Dec 84		A
European 5-a-Side Football	Silverbird	Sep 88	5	
European Superleague	CDS	Jul 91	83°	
Evening Star	Hewson	Nov 87	8	
Evil Crown, The	Mind Games	Nov 85	7	S
Exolon	Hewson	Aug 87	9	M
Exploding Fist+	Firebird	Feb 89	7	
Express Raider	US Gold	Jul 87	7	
Exterminator	Audiogenic	Apr 91	73°	
Extreme	D Integration	Jan 91	80°	
Eye	Endurance	Feb 88	5	
Eye Of Bain	Artic	6		A

F

TITLE	COMPANY	ISSUE	SCORE	SPESH
F-15 Strike Eagle	Microprose	Aug 87	6	
F1 Tornado	Zeppelin	May 91	72°	
F16 Combat Pilot	D Integration	Feb 91	92°	M
F16 Fighting Falcon	Codemasters	Nov 89	55°	LG
F16 Fighting Falcon	Mastertronic	May 90	69°	LG
FA Cup Football	Virgin	May 86	7	
Fahrenheit 3000	Firebird	Aug 85	2	
Fairlight	The Edge	Nov 85		M
Fairlight 128	The Edge	Sep 86	9	M
Fairlight 2	The Edge	Feb 87	9	M
Fairly Difficult Mission	Zodiac	Jul 88	8	A
Falcon Patrol 2	Virgin	Aug 85	8	
Falcon The Renegade Lord	Virgin	Aug 87	6	
Falklands '82	PSS	May 86	8	S
Fall Of Rome, The	ASP	Sep 84		S
Fallen Angel	Alternative	Jan 90	40°	
Fantasia Diamond	Hewson	Jul 84	6	A
Fantastic Voyage	Quicksilva	Jun 85	4	
Fantasy World Dizzy	Codemasters	Apr 90	88°	
Fast Food	Codemasters	Jul 89	63°	
Fat Worm Blows A Sparky	Durell	Jan 87	9	M
Fernandez Must Die	Image Works	Nov 88	8	
Feud	Bulldog	Apr 87	8	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Fiendish Freddy's Big Top O' Fun	Mindscape	Jun 90	80°	128
Fighter Bomber	Activision	Apr 90	92°	M
Fighting Soccer	Activision	Jan 90	76°	
Fighting Warrior	M House	Dec 85	9	
Fighting Warrior	Mastertronic	May 90	39°	RR
Final Assault	Epyx	Feb 89	7	
Final Fight	US Gold	Oct 91	77%	
Final Matrix	Gremlin	Aug 87	9	M
Finders Keepers	Mastertronic	Jun 85	8	
Fire And Forget	Titus	Apr 89	5	
Fire And Ice	Electric	Aug 84		A
Firefly	Special FX	Apr 88	9	M
Firelord	Hewson	Dec 86	7	
Firetrap	Electric Dreams	Feb 88	6	
First Division Manager	Codemasters	Oct 91	50%	
Fish!	Rainbird	May 89	9	M, A
Fist 2	M House	Mar 87	9	M
Fist 2	Mastertronic	Feb 90	63°	RR
Fists Of Fury	Virgin	May 91	60%	C
Fists 'n' Throttles	Elite	Feb 89	8	C
Five On A Treasure Island	Enigma	Jun 91	83%	A
Five Star Games 2	Beau Jolly	Jul 87	9	C
Flak	Funsoft	Jul 85	2	
Flash Gordon	MAD	Aug 87	7	
Flintstones, The	Grandslam	Aug 88	6	
Flip Flap	S Supersavers	Feb 85	6	
Flunky	MAD	Oct 88	6	RR
Flunky	Piranha	Nov 87	9	M
Flyer Fox	Bug-Byte	Apr 86	6	
Flying Shark	Firebird	Mar 88	9	M
Football Champions	Cult	Jun 90	66°	
Football Director	D&H	Nov 87	8	
Football Director	D&H	Nov 91	47%	
Football Manager 2	Addictive	Sep 88	8	
Football Manager 3	Addictive	Jan 93	70%	
Football Manager World Cup Edition	Addictive	Sep 90	82°	
Footballer Of The Year	GBH	Aug 91	88%	
Footballer Of The Year	Gremlin	Feb 90	88°	
Footballer Of The Year	Gremlin	Mar 87	7	
Forbidden Planet	Des Des	Mar 86	7	
Force, The	Mind Games	Aug 86	8	S
Forgotten City	Hawk	Oct 87		A
Forgotten Past, The	T Whitsey	Dec 87	6	A
Forgotten Worlds	Kixx	Aug 91	83°	RR
Forgotten Worlds	US Gold	Jul 89	85°	
Formula 1 Sim	Mastertronic	Nov 86	7	
Formula One	CRL	Jun 85	4	
Four Minutes To Midnight	8th Day	Jun 87	8	A, RR
Fourmost Adventures	Global	May 86	8	A, C
Fourth Protocol, The	EPC	Sep 85		
Foxx Fights Back	Image Works	Jan 89	8	
Frank Bruno's Big Box	Elite	Feb 89	7	C
Frank Bruno's Boxing	Elite	Sep 85	6	
Frank N Stein	PSS	Nov 84		



Wouldn't it be spooky if one year Hallowe'en fell on a Friday the 13th?

FRIDAY THE 13TH
Unbelievably bad flip-screener with you (as an anonymous camper) trying to keep some other anonymous campers alive by killing off the killer before he killed them. Probably. Anyway, there were a variety of weapons to use, but no matter which one you had (axe, chainsaw, very big arrow), you always turned and poked it half-heartedly to the right. And the killer was programmed to attack from the left. Funnily enough, it did manage to be scary at points, mostly when you remembered it cost £8.95.

TITLE	COMPANY	ISSUE	SCORE	SPESH
Frankenstein	CRL	Mar 88	4	A
Frankenstein Jr	Cartoon Time	Apr 90	39°	
Frankie Goes To Hollywood	Ocean	Oct 85		
Fred	Quicksilva	Apr 84	8	
Freddy Hardest	Imagine	Jan 88	8	
Fred's Fan Factory	S Supersavers	Feb 85	1	
Freedom Fighter	Power House	Jul 88	2	
Friday The 13th	Domark	May 86	3	
Frightmare	Cascade	May 88	6	
From Out Of A Dark Night Sky	Zenobi	Jan 89	7	A
Frontline	Zeppelin	Jul 88	7	
Frostbyte	Micro Value	Jul 91	70%	RR
Frostbyte	Mikrogen	Jan 87	7	
Fruit Machine Sim	Codemasters	Jan 88	6	
Fruit Machine Sim 2	Codemasters	Apr 90	85°	
Fruit Machine Sim 2	Codemasters	Oct 90	71°	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Fuddo And Slam	Zenobi	Feb 88	7	A
Full Throttle	299 Classics	Sep 86	8	RR
Full Throttle	Micromega	Nov 84	6	
Full Throttle 2	Zeppelin	May 91	75°	
Fun School 2 (under 6s, 6-8s, over 8s)	Hit Squad	Dec 92	89%	RR
Fun School 4 (5-7s)	Europress	Feb 92	8	
Fun School 4 (7-11s)	Europress	Mar 92	84%	
Fun School 4 (under 5s)	Europress	Feb 92	9	
Fury, The	Martech	Sep 88	8	
Future Bike Sim	Hi-Tec	Jul 90	74°	
Future Knight	Gremlin	Feb 87	8	
Futurezoo	Clwyd AS	Dec 86		A
G				
G-Loc	US Gold	Feb 92	90%	M
GI Hero	Firebird	Mar 89	5	
Galactic Abductor	Anirog	Jan 84		
Galactic Games	Activision	Feb 88	8	
Galaxian	Atarisoft	Apr 85	8	
Galaxy Force	Activision	Feb 90	78°	
Gallipoli	CCS	Jan 87	2	S
Galvan	Imagine	Dec 86	6	
Game Over	Summit	Feb 90	52°	RR
Game Over 2	Dinamic	Dec 88	8	
Game Over 2	Summit	Mar 92	82°	RR
Game, Set And Match 2	Ocean	Feb 89	8	C
Games Designer	Quicksilva	Aug 85		U
Games, The: Summer Edition	Epyx	Jun 89	71°	
Games, The: Summer Edition	Kixx	Sep 91	80°	RR
Games, The: Winter Edition	Epyx	Oct 88	7	
Garfield	The Edge	Mar 88	7	
Garfield – Winter's Tail	The Edge	Mar 90	50%	
Gary Lineker Collection	Kixx	Jul 90	40%	C
Gary Lineker's Hot Shot!	Gremlin	May 89	68°	
Gary Lineker's Hot Shot!	Kixx	Jul 91	60°	
Gary Lineker's Superskils	Kixx	Sep 90	55%	RR
Gary Lineker's Superstar Soccer	Gremlin	Feb 88	6	
Gauntlet	Kixx	Nov 88	8	RR
Gauntlet	US Gold	Feb 87	9	M
Gauntlet 2	US Gold	Feb 88	8	
Gauntlet 3	US Gold	Jun 91	89%	
Gauntlet – The Deeper Dungeons	US Gold	Jun 87	7	EXP
Gazza 2	Empire	Feb 91	87%	
Gazza's Super Soccer	Empire	Mar 90	64%	
Gee Bee Air Rally	Activision	Jun 88	4	
Gemini Wing	Mastertronic	Feb 91	52°	RR
Gemini Wing	Virgin MT	Sep 89	43°	
General, The	CCS	Feb 90	48°	S
Geoff Capes Strongman	Martech	Feb 86	7	
Geoff Capes Strongman	Ricochet	Oct 87	6	RR
Gerbil Riot Of '67, The	The Guild	Feb 93	8	A
Gerry The Germ	Firebird	Apr 86	4	
Ghost Hunter	Codemasters	Jun 87	7	
Ghost Town	Virgin	June 84	5	
Ghostbusters	Activision	Feb 85		GOTM
Ghostbusters 128	Activision	Oct 86	8	128
Ghostbusters 2	Activision	Jan 90	62°	
Ghostbusters 2	Hit Squad	Aug 91	60%	RR
Ghosts 'n' Goblins	Elite	Sep 86	9	M
Ghosts 'n' Goblins	Encore	Dec 89	73°	RR
Ghoulies	IMS	Feb 85	10	A
Ghouls 'n' Ghosts	Kixx	Apr 92	67°	RR
Ghouls 'n' Ghosts	US Gold	Dec 89	91°	M
Gift From The Gods	Ocean	Apr 85	4	
Gilbert: Escape From Drill	Again Again	Oct 89	78°	
Gilbert: Escape From Drill	Alternative	Jun 91	75°	
Girl Who Was Death, The	S Preston	Dec 86		A
Give My Regards To Broad Street	Argus Press	Jul 85	4	A
Gladiator	Domark	Feb 86	7	
Glass	Quicksilva	Sep 85	6	
Glider Rider	Quicksilva	Nov 86	5	
Glug Glug	CRL	Aug 84		
Gnome Ranger	Level 9	Feb 88	9	M, A
Go To Hell	666 (Activision)	Sep 85	4	
Gold, Silver and Bronze	Epyx	Nov 88	8	C
Golden Axe	Tronix	May 92	30%	RR
Golden Axe	Virgin	Jan 91	91%	M
Golden Locket, The	Zenobi	Mar 93	3	A
Golden Mask, The	Compass	Jul 87	8	A
Goonies, The	US Gold	Jan 87	8	
Gordello Incident, The	Tartan	Dec 89	8	A
Gordello's Demise	Tartan	Mar 91	7	A
Gothik	Firebird	Jun 88	9	M
Graeme Souness Soccer Manager	Zeppelin	Oct 92	24%	
Graham Gooch's Test Cricket	Audiogenic	Mar 86	3	
Grand National	Elite	Jun 85	6	
Grand Prix	D&H	Apr 90	85%	
Grand Prix	D&H	May 91	52%	RR
Grand Prix Challenge	Challenge	Dec 91	51%	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Grand Prix Master	Dinamic	Dec 89	43°	
Grand Prix Sim	Codemasters	Dec 87	7	
Grand Prix Tennis	Mastertronic	May 88	4	
Grandstand	Domark	Oct 91	53%	C
Grange Hill	Argus	May 87	6	
Graphic Adventure Creator	Incentive	Aug 86	9	U
Great Escape, The	Hit Squad	Feb 90	85°	RR
Great Escape, The	Ocean	Jan 87	9	M
Great Fire Of London, The	Rabbit	Dec 85	8	
Great Giana Sisters, The	Rainbow Arts	Oct 88	8	
Great Gurianos	Encore	Jul 91	35%	
Great Space Race, The	Legend	Apr 85	1	
Green Beret	Hit Squad	Nov 89	83°	RR
Green Beret	Imagine	Jun 86	9	HOT
Gregory Loses His Clock	Mastertronic	Feb 90	93°	M
Grell And Falla	Codemasters	Jul 92	85%	
Gremlins	Adv Int'l	Jun 85		A
Gremlins 2	Elite	Mar 91	72%	
Greyfell	Starlight	Apr 87	8	
Grid Bug	Add On	Aug 84		
Grid Iron	Top Ten	Feb 88	2	
Gridrunner	Quicksilva	Jan 84		
Grumpy Gumphrey Supersleuth	Gremlin	Dec 85	5	
Gryzor	Hit Squad	Jun 91	82°	
Gryzor	Ocean	Mar 88	9	M
Guadalcanal	Activision	Apr 88	7	
Guardian Angel	Codemasters	Nov 90	85%	
Guerilla War	Imagine	Jan 89	8	
Guild Of Thieves	Rainbird	May 88	9	M, +3
Gun Runner	Hewson	Jun 87	8	
Gunboat	Accolade	Jan 91	62%	
Gunfighter	Atlantis	Nov 88	4	
Gunfright	Ultimate	Mar 86	7	
Gunrunner	Rack-It	May 89	8	RR
Gunship	Microprose	Jan 88	9	M
Gunsmoke	US Gold	May 88	5	
Gunstar	Firebird	Mar 87	7	
Gutz	Special FX	Aug 88	7	
Gyron	Firebird	Jul 85	4	
Gyron Arena	Firebird	Dec 86	7	
Gyroscope	M House	Jan 86	8	
H				
Hacker	Activision	Dec 85	7	S
Hacker 2	Activision	Mar 87	9	M
Hades Nebula	Nexus	Oct 88	6	RR
Halaga	Interceptor	May 85	4	
Hammerfist	Activision	Jun 90	87°	
Hampstead	M House	Dec 84		A
Hands Of Stone	Beyond Belief	Jan 93	70%	
Hanna-Barbera Cartoon Collection	Hi-Tec	Feb 92	39%	C
Happiest Days Of Your Life, The	Firebird	Jan 87	6	
Hard Cheese	DK'tronics	Jun 84	8	
Hard Drivin'	Hit Squad	Mar 92	62°	
Hard Drivin'	Tengen	Jan 90	90°	M
Hardball	Advance	Dec 86	6	
Hardball	Kixx	Jul 89	78°	RR
Harvey Headbanger	Firebird	Mar 87	7	
HATE	Gremlin	Jun 89	90°	M
Hawk Storm	Players	Apr 91	79°	
Head Coach	Addictive	Nov 86	8	
Head Over Heels	Hit Squad	Aug 90	98°	RR
Head Over Heels	Ocean	Jun 87	9	M
Heartbroken	Atlantis	Aug 89	75°	
Heartland	Odin	Oct 86	9	M
Heatwave	Hewson	Aug 89	90°	C, BB
Heavy Metal	US Gold	Feb 90	75°	
Heavy On The Magick	Gargoyle	Jul 86	9	M, A
Heavy On The Magick	Rebound	Mar 89	7	RR
Heist 2012	Firebird	Nov 87	6	
Helichopper	Firebird	Aug 86	5	
Hellfire	M House	Apr 85	4	
Hellfire Attack	Martech	Feb 89	4	
Helter Skelter	Audiogenic	Aug 93	79%	
Helter Skelter	Audiogenic	May 91	94%	M
Henry's Hoard	Alternative	Jul 86	6	
Herbert's Dummy Run	Mikro-Gen		6	
Hercules	Alpha Omega	Jan 87	3	
Hercules: Slayer Of The Damned	Gremlin	Aug 88	4	
Hermitage, The	FSF	Jan 93	8	A
Hermitage, The	Pegasus	Dec 89	8	A
HERO	Activision	Dec 84	6	
Heroes	Domark	Sep 90	78°	C
Heroes Of Karn	Interceptor	Apr 85		A
Heroes Of The Lance	Kixx	Jan 92	37°	
Heroes Of The Lance	US Gold	Mar 89	9	M
Heroquest	GBH Gold	Apr 93	40%	
Heroquest	Gremlin	May 91	86%	
Hi-Q-Quiz	Blue Ribbon	Oct 89	69°	
Hideous	Alternative	Sep 92	70%	
High Frontier	Activision	Feb 88	7	
High Steel	Alternative	Apr 93	76%	OTGA
High Steel	Screen 7	Sep 89	56°	
Highway Encounter	Vortex	Oct 85		M
Hijack	Electric Dreams	Sep 86	8	
Hijack	Summit	Aug 90	71°	RR
Hired To Kill	Tom Powell	Apr 93	5	A
History In The Making	US Gold	Feb 89	6	C
Hit Pack 1	Zeppelin	Jun 92	46%	C
Hit Pack 2	Zeppelin	Aug 92	60%	C
Hit Squad, The	Codemasters	May 89	7	
Hive	Firebird	Mar 87	9	M
Hobble Hunter, The	Compass	May 90	5	A
Hobgoblin	Atlantis	Sep 91	59%	
Hocus Focus	Quicksilva	Jul 86	6	
Holiday In Sumaria	Pirate	Jan 88	4	
Hollywood Collection	Ocean	Dec 90	87°	C
Hong Kong Phooey	Hi-Tec	Sep 90	72°	
Hopper Copper	Silverbird	Dec 88	2	
Hopping Mad	Elite	Sep 88	8	
Hopping Mad	Encore	Jun 90	81°	
Hostages	Infogrames	Oct 90	73°	
Hot Rod	Activision	Jun 90	59°	
Hotshot	Addictive	Oct 88	8	
House Of The Living Dead	Phipps	Apr 84	8	
How To Be A Complete Bast	Ricochet	Feb 89	5	RR
How To Be A Complete Bast	Virgin	Nov 87	7	
How To Be A Hero	Mastertronic	May 87	6	
Howard The Duck	Activision	Jul 87	7	
Howard The Duck	Alternative	Aug 90	41°	RR
HRH	8th Day	Dec 86	7	
Hudson Hawk	Hit Squad	Feb 93	80%	RR
Hudson Hawk	Ocean	Dec 91	80%	
Hulk, The	Americana	Oct 86	7	A



We couldn't find a screen from *HURG*, so here's another pic of Diana Rigg.

HURG
We can't remember what the acronym stands for, but it's a game designer. One of the 'here's a screen, now move the graphics and set up sprite paths' variety, as well. It's a bit, er, well, 'hurgish' is a suitably glottal adjective for this awful prog, actually. Suspicions were first aroused when Melbourne House never ever ever released games written with it. Spook fact: Melbs are now writing for the SNES. So expect *Super Horace Goes Skiing* before long. (It'll probably have platforms in it.)

TITLE	COMPANY	ISSUE	SCORE	SPESH
Human Killing Machine	US Gold	Apr 89	7	
Humpty Dumpty... Fuzzy Wuzzies	Artic	Nov 84	6	
Hunchback	Ocean	Apr 84	8	
Hunchback 2	Ocean	Apr 85		
Hunchback, The Adventure	Ocean	Oct 86	4	A
Hunt For Red October, The	Grandslam	Apr 88	7	
Hunt For Red October, The	Grandslam	Jun 91	66%	
HURG	M House	Aug 85		U
Hustler	Bubble Bus	Dec 84	4	
Huxley Pig	Alternative	Apr 91	30°	
Hydra	Tengen	Jul 91	49%	
Hydrofool	FTL	Aug 87	8	
Hydrofool	Rack-It	Jan 89	8	RR
Hypa Raid	Atlantis	Feb 86	7	
Hyperaction	Silversoft	Dec 84	6	
Hyperblaster	Lothlorien	Nov 84	4	
Hyperbowl	Mastertronic	Mar 87		
Hypersports	Hit Squad	Jan 90	43°	RR
Hypersports	Konami	Sep 85	8	
Hysteria	S Projects	Dec 87	9	M
I				
I, Ball 2	Firebird Silver	May 93	66%	OTGA
IK+	System 3	Mar 88	7	
Ice Station Zero	8th Day	Mar 89	5	A
Ice Station Zero	GI Games	Jun 92	6	A
Icicle Works	Centresoft	Jul 85	6	
Ikari Warriors	Elite	May 88	8	
Ikari Warriors	Encore	Sep 90	77°	
Illustrator, The	Gilsoft	May 85		U
Impact	Audiogenic	May 88	7	
Impossaball	Hewson	Mar 87	9	M
Impossaball	Players	Feb 91	85°	RR
Impossamole	GBH	Aug 91	79°	
Impossamole	Gremlin	May 90	73°	
Impossible Mission 2	Epyx	Sep 88	9	M

TITLE	COMPANY	ISSUE	SCORE	SPESH
Impossible Mission 2	Kixx	Sep 90	77°	RR
In Crowd, The	Ocean	Apr 89	9	M, C
Incredible Shrinking Sphere, The	Electric Dreams	May 89	91°	M
Indiana Jones And The Last Crusade	Kixx	Nov 91	79°	
Indiana Jones And The Last Crusade	US Gold	Sep 89	92°	M
Infernal Combustion	Strange Loop	Aug 84		
Ingrid's Back	Level 9	Mar 89	9	M, A
Insector Hecti In the Interchange	Hi-Tec	Sep 91	70°	
Inside Outing	The Edge	Feb 88	9	M
Intensity	Firebird	Oct 88	9	M
International 3D Tennis	GBH	Sep 92	81°	
International 3D Tennis	Palace	Aug 90	75°	
International Football	Cult	Nov 89	76°	
International Manager	Cult	Feb 90	78°	RR
International Rugby	Artic	Dec 85	5	
International Rugby Sim	Codemasters	Feb 89	7	
International Speedway	Codemasters	Feb 92	60°	RR
International Speedway	Silverbird	May 89	4	
Into The Eagle's Nest	Pandora	May 87	9	M
Into The Eagle's Nest	Players	Mar 89	8	RR
Into The Mystic	River	Apr 91	8	A
Intruder Alert	Compass	Feb 90	8	A
Invaders From Planet X	Compass	Nov 91	9	A
Invasion Force	CCS	Mar 90	77°	S
Investigations	Graphtext	Apr 88	5	128
Iron Lord	Ubi Soft	Oct 89	90°	M
Italia 90	Tronix	May 92	44%	RR
Italia 90	Virgin MT	Jul 90	79%	
Italian Super Car	Codemasters	May 90	84°	
Italy 1990	Kixx	Aug 92	44°	
Italy 1990	US Gold	Aug 90	81°	
It's Only Rock 'n' Roll/Tomb Of Dracula	K-Tel			
It's TV Showtime	Domark	Jun 91	75°	C
Ivan 'Iron Man' Stewart's Super ORR	Tronix	May 92	89°	RR
Ivan 'Iron Man' Stewart's Super ORR	Virgin	Nov 90	91°	M
J				
Jack The Nipper	Kixx	Sep 89	82°	RR
Jack The Nipper 2	Kixx	Sep 90	89°	RR
Jackal	Konami	Jan 88	7	
Jade Stone, The	Marlin	Jun 88	8	
Jahangir Khan World Champ Squash	Krisalis	May 91	79°	128
James Bond Collection, The	Domark	Dec 91	73°	C
Jaws	Alternative	Jan 91	68°	
Jaws	Screen 7	Aug 89	88°	
Jekyll And Hyde	Essential Myth	Aug 88	9	M
Jet Bike Sim	Codemasters	Mar 88	5	
Jet Set Willy	S Projects	June 84		GOTM
Jet Set Willy 2	S Projects	Sep 85		
Jetsons, The	Hi-Tec	May 92	50°	
Jimmy's Soccer Manager	Beyond Belief	Jan 92	51°	
Jimmy's Super League	Beyond Belief	Feb 92	58°	
Jimmy's Super League	Beyond Belief	Jan 93	62°	RR
Jinxter	Rainbird	Jun 88	9	M
Jocky Wilson's Compendium Of Darts	Zeppelin	Jul 91	83°	
Jocky Wilson's Darts Challenge	Zeppelin	Apr 89	7	
Joe Blade 3	Players	Mar 90	84°	
Jonah Barrington's Squash	Mastertronic+	Feb 90	84°	RR
Jonah Barrington's Squash	New Generation	Jul 85	8	
Jonny Quest	Hi-Tec	Mar 92	84°	
Judge Dredd	Virgin MT	Jan 91	74°	
Juggernaut	CRL	Oct 85	7	
Jumbly	DK'tronics	Apr 84	7	
Jungle Warfare	Codemasters	Nov 89	60°	LG
K				
Kai Temple	Firebird	Nov 86	6	
Kamikaze	Codemasters	Jun 91	68°	
Kane	Mastertronic	Nov 86	3	
Karate Ace	Star Games	Oct 88	C	
Karnov	Electric Dreams	Jun 88	9	M
Karyssia, Queen Of Diamonds	Incentive	Jan 88	8	A
Kat Trap	Streetwize	Mar 87	6	



'6031769' (the *MM* cheat) is my Mac password. (I'd better change it then.)

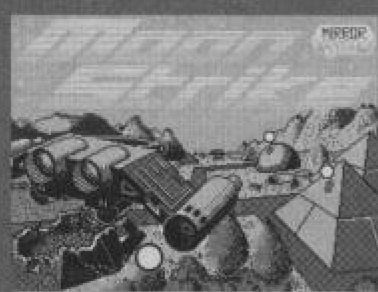
MANIC MINER

The game that introduced platforms. And, d'you know, the funny thing is, hardly any of the deluge that followed matched up to *Manic Miner*. Pixel-perfect movement and pixel-perfect timing combine to make it one of the most splendicious games of all time. Two spook facts: *Manic Miner* was directly responsible for the birth of the Whizz-Kid Programmer so beloved of the tabloid press, and the whole thing was stolen from *Miner 2049'er* on the Atari. (But we don't mention that.)

TITLE	COMPANY	ISSUE	SCORE	SPESH
Kayleth	US Gold	May 87	7	A
Kemshu	Cult	Sep 88	6	
Kendo Warrior	Byte Back	Nov 89	80°	
Kenny Dalglish Soccer Manager	Cognito	Aug 89	77°	
Kenny Dalglish Soccer Manager	Zeppelin	Jul 91	85°	RR
Kenny Dalglish Soccer Match	Impressions	Jul 90	46°	
Kentilla	Mastertronic	Oct 86	6	A, RR
Kentilla	Micromega	Dec 84	6	A
Kentucky Racing	Alternative	Mar 91	29°	
Kick Off	Anco	Feb 90	80°	
Kick Off 2	Anco	Jan 91	80°	
Kickbox Vigilante	Zeppelin	May 91	24°	
Kickboxing	Firebird Silver	Aug 87	6	
Kidnap	C Sparks	Aug 86	7	
Kids' Pack	Alternative	Mar 93	59%	C
Kikstart 2	Mastertronic	Apr 88	7	
Killed Until Dead	US Gold	Aug 87	9	M, A
Killer Knight	Phipps	June 84	7	
Kinetik	Firebird	Jun 87	8	
King's Keep	Firebird Silver	Feb 87	7	
Kirel	Addictive	Jul 86	9	M
Klax	Hit Squad	Aug 92	92°	M, RR
Klax	Tengen	May 90	81°	
Knight Driver	Hewson	Jul 84	5	
Knight Force	Titus	May 90	59°	
Knight Lore	Ultimate	Feb 85	9	
Knight Rider	Ocean	Nov 86		
Knight Tyme	MAD	Jul 86	9	M, 128
Knight Tyme 48K	MAD	Aug 86	9	M
Knightmare	Activision	Feb 88	7	A
Knockout	Alligata	Sep 85	4	
Knucklebusters	M House	Jun 87	7	
Kobayashi Ag'Kwo	Zenobi	Jan 92	7	A
Kobayashi Naru	Mastertronic	Jul 87	7	A
Kokotoni Wilf	Elite	Dec 84	6	
Komplex	Legend	Jul 85	2	
Konami's Golf	Imagine	Mar 87	7	
Kong Strikes Back	Ocean	Apr 85		
Koronis Rift	Activision	Jun 87	9	M
Kosmik Pirate	Elephant	Sep 84		S
Kosmos	Atlantis	Sep 89	79°	
Krakout	Gremlin	Jun 87	7	
Krakout	Kixx	Feb 89	6	RR
Krazy Kartoonist Kaper/Grue-Knapped	FSF	Jan 93	7	A, C
Krypton Factor, The	TV Games	May 88	6	
Kung Fu	Bug-Byte	Feb 85	6	
Kung Fu Knights	Top Ten	Aug 88	4	
Kung Fu Warriors	Beyond Belief	Jan 93	38%	
Kung-Fu Master	US Gold	Sep 86	8	
Kwik Snax	Codemasters	Feb 91	92°	
L				
Labours of Hercules, The	T Taylor	Dec 87	8	A
Labyrinth	Axis	Jun 84	8	
Labyrinthion	Budget	May 86	6	
Lamberley Mystery, The	Zenobi	Jul 91	8	A
Lancelot	Mandarin	Feb 89	9	M, A
Lap Of The Gods	Mastertronic	Oct 86	7	
LAPD	Players	Aug 91	53°	
Las Vegas Casino	Zeppelin	Mar 89	6	
Laser Squad	Target	Nov 88	9	M
Laser Warp	Mikro-Gen	Aug 84		
Last Commando, The	Summit	Mar 92	55°	
Last Dragon, The	Tartan	Aug 91	8	A
Last Duel	Kixx	Apr 91	32°	
Last Duel	US Gold	Mar 89	6	
Last Mission	US Gold	Oct 87	8	
Last Ninja 2	Hit Squad	Mar 92	83°	RR
Last Ninja 2	System 3	Sep 88	9	M
Last Vampire, The	Atlantis	Feb 91	80°	
Last Word, The	Saga	Jul 86		U
Lazer Tag	Go!	Aug 88	3	
Lazer Wheel	MAD	Jan 88	4	
Leaderboard	Kixx	Feb 89	8	RR
Leaderboard	US Gold	Apr 87	9	M
Leaderboard Tournament	US Gold	Aug 87	8	EXP
League Challenge	Atlantis	Mar 87	6	
Learning With Leeper	S Projects	Apr 85	2	
LED Storm	Hit Squad	Oct 91	82°	
LED Storm	US Gold	Mar 89	7	
Lee Enfield Is Space Ace	Infogrames	Jun 88	5	
Legend Of Apache	Incentive	Mar 87	6	A
Legend Of Kage	Imagine	Feb 87	7	
Legend Of The Amazon Women	US Gold	Jul 86	8	
Legions Of Death	Lothlorien	Jun 87	8	S
Lemmings	Psygnosis	Jan 92	91°	M
Les Flics	PSS	Oct 84		
Level 5	Mastertronic	Apr 88	2	
Licence To Kill	Domark	Sep 89	79°	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Licence To Kill	Hit Squad	Jun 91	79°	RR
Life Term	Alternative	Dec 87	6	A
Light Corridor, The	Infogrames	Apr 91	80°	
Lightforce	FTL	Dec 86	7	
Lightforce	Rack-It	Jan 89	8	RR
Lightning Sim	Silverbird	Dec 88	3	
Line Of Fire	US Gold	Jan 91	72°	
Little Al	Sparklers	May 87	4	
Little Computer People	Activision	Apr 87	9	M, 128
Little Puff In Dragonland	Cartoon Time	Jul 90	83°	
Live And Let Die	Domark	Dec 88	5	
Livingstone I Presume	Alligata	Jul 87	7	
Loco	Alligata	Apr 87	6	
London Adventure	Fridaysoft	Jun 86	3	A
Lone Wolf And The Mirror Of Death	Audiogenic	May 91	92°	M
Loopz	Audiogenic	Apr 91	77°	
Lop Ears	Codemasters	Aug 91	48°	
Lord Of The Rings, The	M House	Apr 86	9	M, A
Lords Of Chaos	Blade	Jun 90	90°	M
Lords Of Midnight	Beyond	Nov 84		
Lost Ruby, The	Wrightchoice	Nov 87	6	A
Lost Tomb of Ananka, The	River	Jun 93	10	A
Lotus Esprit Turbo Challenge	Gremlin	Jan 91	90°	M
Lotus Esprit Turbo Challenge	Kixx	Jun 92	80°	RR
Luna Atac	Atlantis	Sep 86	4	
M				
Macadam Bumper	Players	Sep 90	66%	RR
Mad Mix	US Gold	Dec 88	8	
Mad Nurse	Firebird Silver	May 87	6	
Madballs	Ocean	Mar 88	8	
Madhatter	Gamma	Nov 84	2	
Mag Max	Imagine	Aug 87	8	
Magic Meanies	CDS	Apr 84	8	
Magicland Dizzy	Codemasters	Mar 91	90%	
Magnetron	Firebird	Apr 88	8	
Mailstrom	Ocean	Feb 87	8	
Manchester United	Hit Squad	Jul 92	45%	
Manchester United	Krisalis	Jul 90	74%	
Manchester United Europe	Krisalis	Sep 91	79%	
Manic Miner	Bug-Byte	Jan 84		
Mantronix	Probe	Jul 86	7	
Mapper, The	Zenobi	Feb 92	8	A
Marauder	Hewson	Sep 88	8	
Marble Madness	M House	May 87	8	
Marble Madness Construction Kit	M House	Dec 86	9	M
Marsport	Gargoyle	Dec 85	9	
Martianoids	Ultimate	May 87	6	
Mask	Gremlin	Dec 87	6	
Mask 2	Gremlin	Feb 88	6	
Master Of Magic	MAD	Sep 86	8	
Master, The	Artic	Aug 86	5	
Masters Of The Universe	Gremlin	Mar 88	6	
Masters Of The Universe – Arcade	US Gold	Mar 87	8	
Masters Of The Universe: The Movie	Kixx	Sep 89	40°	RR
Match Day	Ocean	Feb 85	8	
Match Day 2	Hit Squad	Sep 90	90°	RR
Match Day 2	Ocean	Feb 88	9	GOTM
Match Fishing	Alligata	Aug 85	2	
Match Of The Day	Zep Premier	Oct 92	82%	
Match, The	D&H	Nov 91	67%	
Max	US Gold	Nov 91	91%	M
Max Headroom	Quicksilva	Jun 86	9	HOT
Maze Craze	Partyline	Dec 85	1	
Mazemania	Hewson	Oct 89	70°	
McKenzie	S Projects	Feb 84		A
Mega Sports	Kixx	Sep 92	62%	C
Mega-Apocalypse	Martech	Jun 88	7	
Megabucks	Firebird	Mar 87	8	
Meganova	Alternative	Feb 90	34%	
Megaphoenix	Dinamic	Aug 91	53%	
Mercenary	Novagen	Jul 91	99%	M, RR
Mercenary	Novagen	Nov 87	9	M
Mercenary: The Second City	Novagen	Oct 88	8	EXP
MERCS	US Gold	Jul 91	75%	
Merlin	Firebird Silver	Apr 88	6	
Mermaid Madness	Electric Dreams	Oct 86	6	
Metabolis	Gremlin	Sep 85	4	
Metagalactic Llamas...	Salamander	Sep 84		
Metal Army	Players	Sep 88	7	
Metaldrone	Sparklers	Jul 87	6	
Metaplex	Addictive	Nov 88	7	
Metrocross	Kixx	Nov 88	9	RR, BB
Metrocross	US Gold	Aug 87	8	
Metropolis	Power House	Aug 88	6	
MiG 29 Soviet Fighter	Codemasters	Sep 89	59°	
Miami Chase	Codemasters	Oct 91	61%	
Miami Dice	Bug-Byte	Nov 86	7	
Miami Vice	Ocean	Jan 87	8	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Mickey Mouse	Gremlin	Aug 88	9	M
Micro Drivin'	Softel	Jun 84		A
Micro Mouse	Mastertronic+	Jul 90	31%	
Microball	Alternative	Apr 88	4	
Microfair Madness	Delbert Hamster	Mar 92	8	A
Microprose Soccer	Microprose	Jun 89	82°	
Midnight Resistance	Hit Squad	Jun 92	94%	M
Midnight Resistance	Ocean	Aug 90	92%	M
Mighty Magus	Quicksilva	Jun 85	4	
Mike Read's Computer Pop Quiz	Elite	Jun 89	46°	
Mikie	Hit Squad	Sep 90	77%	RR
Mikie	Imagine	Mar 86	9	HOT
Milk Race	Mastertronic	Aug 87	6	
Millionaire	Incentive			S
Millypede	Add On	Jul 84	4	
Mindfighter	Abst Concepts	Aug 88	9	M, A
Mindshadow	AV	Feb 86	7	A
Mindstone	The Edge	Oct 86	6	
Mindtrap	Mastertronic+	Oct 89	83°	
Mindtrap	Virgin MT	Mar 93	56°	OTGA
Mini-Putt	Accolade	Dec 88	5	
Miser, The	Zenobi	Jul 90	8	A
Missile Defence	Anirog	Jan 84		
Mission Impossible	US Gold	Dec 85		M
Mission Omega	Bug-Byte	Jun 89	2	RR
Molecule Man	Mastertronic	Sep 86	6	
Monopoly	Leisure Genius	Nov 85	7	S
Monopoly, Cluedo, Scrabble	Leisure Genius	Feb 90	55%	C, S
Monty On The Run	Gremlin	Nov 85	9	
Monty On The Run	Kixx	Dec 89	81°	RR
Monty Python	Virgin MT	Oct 90	90%	M
Moon Cresta	Incentive	May 85	6	
Moonbuggy	Visions	Aug 84		
Moonlight Madness	Bubble Bus	Nov 86	6	
Moon Strike	Mirrorsoft	Nov 87	8	



Here's the title screen, 'cos the game crashed. Makes you sick, dunnit? Tch.

MOON STRIKE
Lip-smackihg vertical scroller with a tremendous sense of humour (shoot the flying pizzas, bomb the Mona Lisa etc) and smashing graphics. Some complained the game was a tad too slow, but they were wrong, so there. It also had the best ever loader - an Alkatraz variant which drew out the background story as the game loaded. Very, very classy and very, very playable. And the spinning mirror discs were something to behold in wonder. *Moon Strike?* We love it. Basically.

TITLE	COMPANY	ISSUE	SCORE	SPESH
Moontorc	Atlantis	Feb 92	70%	
Moonwalker	US Gold	Jan 90	75°	
Mordon's Quest	M House	Oct 85		A
Moron	Atlantis	Dec 86		A
Motor Massacre	Gremlin	Apr 89	5	
Motorbike Madness	Mastertronic	Feb 89	8	
Motos	MAD	Dec 87	7	
Mountain Bike Racer	Zeppelin	May 90	77%	
Mountain Bike Sim	Codemasters	Aug 91	67%	
Movie	Imagine	Mar 86	9	M
Moving Target	Players Premier	Jun 93	68%	OTGA
Mr Heli	Firebird	Aug 89	83°	
Mr Wimpy	Ocean	Feb 84		
Mr Wong's Loopy Laundry	Artic	Oct 84		
Ms Pacman	Atarisoft	Feb 85	8	
Muggins The Spaceman	Firebird Silver	Jul 88	5	
Mugsy	M House	Oct 84		HIT
Mugsy's Revenge	M House	May 86	7	
Multi-Player Soccer Manager	D&H	Apr 91	85%	
Multimixx 1	Kixx	Jul 91	83%	C
Multimixx 2	Kixx	Oct 91	60%	C
Multimixx 3	Kixx	Sep 91	49%	C
Multimixx 4	Kixx	Apr 92	88%	C
Multimixx 5	Kixx	Jun 92	89%	
Mummy, Mummy	Lothlorien	Aug 84		
Muncher, The	Gremlin	Jan 89	8	128
Munsters, The	Again Again	Mar 89	6	
Munsters, The	Alternative	Jan 91	52°	
Murder Hunt	Bodkin	Oct 86	5	A
Murder, He Said	Zenobi	May 93	9	A
Murphy	Pirate Gold	Feb 88	3	
Murray Mouse Supercop	Codemasters	May 92	58%	
Mutant Fortress	Players Premier	Oct 89	79°	
Mutant Monty	Artic	Mar 85	4	
Mutants	Ocean	Aug 87	6	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Myla Di'Kaich	Global	Mar 86	4	
Mystery Of The Nile	Fireird	Nov 87	8	
Mystical	Infogrames	Aug 91	74%	
Myth	System 3	Jan 90	95°	M
Myth	System 3	Jun 92	95°	M, RR
N				
Naanas	Mikro-Gen	Apr 84	6	
Napoleon At War: Eylau	CCS	Feb 87	8	S
NARC	Hit Squad	Oct 92	31°	RR
NARC	Ocean	Feb 91	72°	
Narco Police	Dinamic	Apr 91	83°	
Narco Police	GBH	Sep 92	55°	
NATO Assault	Astros	May 88	7	
Navy Moves	Dinamic	Jun 89	81°	
Navy Moves	Hit Squad	Jun 92	60°	
Navy SEALs	Ocean	Feb 91	86°	
Nebulus	Hewson	Jan 88	9	M
Neighbours	Zeppelin	Jan 92	81°	
Neighbours	Zeppelin	Jan 93	78°	
Nemesis	Hit Squad	Sep 90	82°	RR
Nemesis	Konami	Jun 87	8	
Nemesis The Warlock	Martech	Jul 87	9	M
Nether Earth	Argus	Apr 87	9	M
Netherworld	Hewson	Feb 89	8	
Neverending Story 2, The	Linel	May 92	40°	
Neverending Story, The	Ocean	Jan 86	9	M, A
New York Warriors	Virgin	Nov 90	62°	
New Zealand Story, The	Hit Squad	Oct 91	93°	M
New Zealand Story, The	Ocean	Sep 89	90°	M
NEXOR	Des Des	Nov 86	5	
Nick Faldo Plays The Open	Bug-Byte	Oct 87	6	RR
Nick Faldo's Open	Mind Games	Sep 85	6	
Nigel Mansell's Grand Prix	Martech	Apr 88	6	
Nigel Mansell's Grand Prix	Reactor	Feb 90	63°	RR
Nigel Mansell's World Championship	Gremlin	Mar 93	80°	
Night Gunner	D Integration	Jul 84	7	
Night Hunter	Ubi Soft	Sep 90	74°	
Night Raider	Gremlin	Oct 88	7	
Nightbreed	Hit Squad	Sep 92	40°	
Nightbreed	Ocean	Oct 90	86°	RR
Nightflight 2	Hewson	Apr 84	9	
Nightmare Rally	Ocean	Nov 86	9	M
Nightshade	Ultimate	Nov 85		
Nightshift	US Gold	May 91	89°	
Nihilist	Electric Dreams	Jan 88	7	
Ninja	Ent'ment USA	Mar 87	5	
Ninja Collection	Ocean	May 92	70°	C
Ninja Commando	Zeppelin	Sep 89	53°	
Ninja Hamster	CRL	Oct 87	8	
Ninja Massacre	Codemasters	Feb 89	2	
Ninja Master	Firebird Silver	Aug 86	3	
Ninja Scooter Sim	Firebird Silver	Jul 88	6	
Ninja Spirit	Activision	May 90	71°	
Ninja Warriors, The	Mastertronic	Oct 91	65°	
Ninja Warriors, The	Virgin	Jan 90	70°	



We like Diana Rigg, us. (And we're crap at finding screens from old games.)

NODES OF YESOD

Poor Odin. They so badly wanted to be Ultimate (they even called themselves Odin Computer Graphics after ACG, Ultimate's parent company). So they wrote the beautiful (and very Ultimatesque) *Nodes Of Yesod*, full of excellent graphics, superlative gameplay and magnificent clever touches (like the mole which eats through walls). And then they spoiled it all by doing *Arc Of Yesod* – a carbon copy of *Nodes*. Or were they just faithfully following Ultimate? (Arf.)

TITLE	COMPANY	ISSUE	SCORE	SPESH
Noah	ESP	Feb 85	4	
Nodes Of Yesod	Odin		10	
NOMAD	Ocean	Mar 86	9	M
Nonterraqueous	Mastertronic	Sep 85	8	
Norman	Power House	Aug 88	4	
North And South	Infogrames	Mar 91	90°	M
Northstar	Gremlin	Apr 88	6	
Nosferatu	Piranha	Jan 87	9	M
Now Games 4	Virgin	Jul 87	7	C
Nuclear Countdown	Atlantis	Mar 87	8	
O				
O Zone, The	Compass	Mar 87	5	A
Omega One	Mastertronic	Jan 88	5	
Obliterator	Psygnosis	Apr 89	6	
Oblivion	Alpha Omega	Jan 87	4	
Octagon	Rino	May 87	7	
Octagon Squad/Subculture	Mastertronic	Sep 86	8	C
Octan	Silverbird	Sep 88	7	
Official Father Christmas, The	Alternative	May 93	43%	OTGA
Official Father Christmas, The	Alternative	May 93	43°	OTGA
Oh, Mummy!	Gem	Apr 84	6	
Oink!	CRL	Mar 88	7	
Oligopoly	CCS	Jun 84	6	S
Olli And Lissa	Firebird Silver	Nov 86	9	M
Olli And Lissa 3	Cartoon Time	Apr 90	63°	
Olympiad '86	Atlantis	Nov 86	3	
Olympic Spectacular	Alternative	Aug 87	3	
Olympimania	Automata		7	
Olé Toro	Americana	Nov 86	3	
On Cue	MAD	Aug 88	4	
On The Bench	Cult	Sep 88	7	
On The Run	Des Des	Oct 85	6	
One Dark Night	P Brunyee	Dec 88	6	A
One Man And His Droid	Mastertronic	Jan 86	6	
One Of Our Wombats Is Missing	Zenobi	Jan 91		A
One On One	Ariolasoft	Sep 85	4	
Operation Hormuz	Again Again	Mar 89	7	
Operation Hormuz	Alternative	May 91	69°	
Operation Stallion	Wrightchoice	Apr 87	7	A
Operation Thunderbolt	Hit Squad	Jan 92	90°	M
Operation Thunderbolt	Ocean	Dec 89	93°	M
Operation Wolf	Hit Squad	Mar 91	87°	
Operation Wolf	Ocean	Dec 88	9	M
Orbix The Terrorball	Streetwise	Fev 87	7	
Oriental Games	Firebird	May 90	73°	
Oriental Hero	Firebird Silver	Oct 87	6	
Orion	S Projects	Jul 84	6	
Orm And Cheep: The Birthday Party	Macmillan	Dec 85	8	
Out Of This World	Reaktör	Mar 88	5	
Outcast	CRL	Jan 88	6	
Outlaw	Players Premier	Dec 90	47°	
Outrun	US Gold	Mar 88	8	
Outrun Europa	US Gold	Nov 91	83°	
Overkill	Atlantis	Sep 88	4	
Overlander	Elite	Oct 88	9	M
Overlander	Encore	Jun 90	69°	
Overlord	CCS	Sep 88	8	S
P				
P47	Firebird	Apr 90	79%	
Pacland	Grandslam	May 89	58°	
Pacman	Atarisoft	Sep 84		
Pacmania	Grandslam	Dec 88	8	
Paintbox	Print 'n' Plotter	Feb 84		U
Pang	Ocean	Feb 91	94%	M
Panic Dizzy	Codemasters	Jun 91	49%	
Panther	Mastertronic	Nov 89	50°	
Panzadrome	Ariolasoft	Jan 86	7	
Paperboy	Elite	Nov 86	9	M
Paperboy	Encore	Dec 89	68%	RR
Paperboy 2	Mindscape	Feb 92	83°	
Parabola	Firebird Silver	Jul 87	8	
Paranoia Complex	Gremlin	Jul 89	49°	
Paris To Dakar Rally	Codemasters	Sep 91	62%	
Passing Shot	Encore	Jul 91	90°	M
Passing Shot	Mirrorsoft	Oct 89	65°	
Pat The Postman	Mikro-Gen	Feb 84		
PAW	Gilsoft	Jun 87		U
Pawn, The	Rainbird	Jul 87	9	A
Pawns Of War	Les Floyd	May 89	6	A
Paws	Artic	Sep 85	4	
Pedro	Imagine	Jul 84	4	
Pegasus Bridge	PSS	Mar 88	4	
Pendant Of Logryn, The	Zenobi	Sep 90	6	A
Peneless/Toot 'n' Come In	Ivysoft	Jun 92	8	A, C
Pentagram	Ultimate	Aug 86	7	
Perils Of Bear George, The	Cheetah	Nov 84	4	
Peter Beardsley's International Football	Grandslam	Nov 88	3	
Peter Pan	Hodder and St	Dec 84		A
Peter Shilton's Handball Maradona	Grandslam	Mar 87	5	
Phantom Club	Ocean	Jan 88	6	
Phantomas	Codemasters	Dec 86	7	
Pheenix	Alternative	Jul 86	6	
Phileas Fogg's Balloon Battles	Zeppelin	Nov 91	48°	
PHM Pegasus	Electronic Arts	Apr 88	6	
Phoenix	Zenobi	Dec 91	9	A
Pi r^2	Mind Games	Nov 87	8	
Pi 'In Ere	Automata	Nov 84	6	
Pi-Eyed	Automata	Apr 84	7	
Pick 'n' Pile	Ubi Soft	Feb 91	80%	
Pictionary	Domark	Jan 90	74%	
Pictionary	Hit Squad	Dec 92	30%	RR
Picture Book	Tripe R	Feb 92	7	EDU
Piggy	Bug-Byte	May 88	2	
Pinball Power	Mastertronic+	Jun 90	79%	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Pinball Wizard	CP Software	Apr 84	10	
Ping Pong	Hit Squad	Feb 90	80%	RR
Ping Pong	Imagine	Jun 86	8	
Pink Panther, The	Gremlin	Nov 88	5	
Pipe Mania	Empire	Jun 90	90%	M
Pipe Mania	Touchdown	Feb 93	94%	M
Pipeline/SOS	Viper	Aug 85	8	
Pitfighter	Domark	Nov 91	80°	
Pitfighter	Hit Squad	Mar 93	30%	RR
Plagues Of Egypt, The	Michael Young	Apr 90	6	A
Planet Ten	Mastertronic+	Oct 89	72°	
Planets, The	Martech	Jul 86	9	M
Plasmaball	Atlantis	Jul 89	54°	
Platinum	US Gold	Feb 91	89%	C
Platoon	Ocean	Apr 88	7	
Playdays	Alternative	Feb 93	65%	EDU
Plexar	MAD	Nov 87	7	
Plot, The	Firebird	Jun 88	6	
Plotting	Ocean	Dec 90	84%	
Plus 3 Adventures	Mastertronic	Nov 88	6	C
POD	Mastertronic	May 88	4	
Podder	C Solutions	Aug 86	5	
Pogostick Olympics	Firebird Silver	Jul 88	5	
Poker	Duckworth	Sep 85	6	
Pole Position	Atarisoft	Apr 85	8	
Pole Position	Datasoft	Oct 85	8	
Pool	299 Classics	Oct 86	6	RR
Popeye	DK'tronics	Oct 85	7	
Popeye 2	Alternative	May 91	95%	
Popeye 3	Alternative	Nov 92	56%	
Popeye – The Collection	Alternative	Mar 93	83°	C
Postman Pat 2	Alternative	Feb 90	48%	
Postman Pat Hit Collection, The	Alternative	Mar 93	50°	C
Potsworth & Co	Hi-Tec Premier	May 92	92°	M
Power Pyramids	Grandslam	Jan 89	7	
Power Up	Ocean	Jun 91	90%	M C
Powerama	Power House	Aug 88	6	
Powerdrift	Activision	Jan 90	82%	
Powerdrift	Hit Squad	Nov 91	90%	M, RR
Predator	Activision	Apr 88	7	
Predator 2	Image Works	Jun 91	73%	
Premier 2	E&J	Jun 89	5	
President	Addictive	Jun 87	7	S
Price Of Magik, The	Level 9	Aug 86	9	M, A
Prince Clumsy	Cartoon Time	Apr 90	71%	
Prison Riot	Players Premier	Sep 90	82%	
Prize, The	Arcade	Dec 84	4	
Pro Boxing Sim	Codemasters	Jul 90	40%	
Pro Golf	Atlantis	Feb 87	7	
Pro Golf 2	Atlantis	Mar 88	6	
Pro Golf Sim	Codemasters	Jul 90	75%	
Pro Tennis Sim	Codemasters	Aug 90	70%	
Prodigy	Electric Dreams	Jan 87	6	
Professional BMX Sim	Codies Plus	Nov 88	8	
Professional Footballer	Cult	Sep 91	64%	
Professional Footballer	D&H	Nov 91	69°	
Professional Go-Kart Sim	Zeppelin	Nov 90	59%	
Professional Mountain Bike Sim	Alternative	Jan 90	76%	
Professional Skateboard Sim	Codemasters	Feb 89	6	
Professional Ski Sim	Codemasters	Jan 88	5	
Professional Snooker Simulation	Codemasters	Mar 87	7	
Professional Soccer	CRL	Apr 89	8	
Professional Tennis Tour	Hit Squad	Sep 92	73%	
Professional Tennis Tour	Ubi Soft	Feb 90	85%	
Project Future	Micromania	May 85	6	
Project Stealth Fighter	Microprose	Nov 89	91°	M, 128
Protector	Mastertronic	Nov 89	57°	
Prowler	Mastertronic	Jul 88	4	
Psi Chess	The Edge	Oct 86	8	
Psi-5 Trading company	US Gold	Jun 87	9	M
Psi-Spy	Postern	Sep 84		
Psychedelia	Llamasoft	May 85	4	
Psycho Hopper	Mastertronic	May 90	46%	
Psycho Pigs UXB	US Gold	Oct 88	8	
Psycho Soldier	Imagine	Mar 88	8	
Psytraxx	The Edge	Dec 84	4	
Psytron	Beyond	Sep 84		S
Pub Games	Alligata	Dec 86	9	M
Pub Trivia Sim	Codemasters	Apr 90	67%	
Pud Pud	Americana	Sep 86	7	
Puffy's Saga	Hit Squad	Jul 92	42%	
Puffy's Saga	Ubi Soft	Dec 89	78%	
Pulsator	Martech	Jul 87	8	
Pulse Warrior	Mastertronic	Dec 88	5	
Purple Saturn Day	Infogrames	Dec 89	60%	
Pusher	Paradise	Oct 86	3	
Puzzled!	T Marsh	Apr 90	6	A
Puzznic	Hit Squad	Jul 92	85%	RR

TITLE	COMPANY	ISSUE	SCORE	SPESH
Puzznic	Ocean	Dec 90	86%	
Pyjamarama	Mikro-Gen	Dec 84	10	
Pyracurse	Hewson	Sep 86	8	
Pyracurse	Rack-It	Aug 89	51°	RR
Pyramid, The	GI Games	Jun 92	7	A
Q				
Q10 Tankbuster	Zeppelin	May 92	39°	
QL APL	Micro APL	Jun 86		U
QL Abacus	Sinclair	Apr 84		U
QL Aquanaut 471	Microdeal	Sep 86		A
QL Archive	Sinclair	Apr 84		U
QL Baron Rouge	Labochrome	Aug 86		
QL Bounder	Sinclair	Mar 86	8	
QL CAD Pak	Datalink	Jul 86		U
QL Devpac	Hisoft	May 86		
QL Dragonhold	Rubion	Aug 86		
QL Easel	Sinclair	Apr 84		U
QL Executive Adventure	Gemini	Nov 86		A
QL Fictionary	Sinclair	Mar 86	7	
QL Gobble Gobble	Eigen	Jul 86		
QL Gwendoline	Labochrome	Aug 86		
QL Key Define	Psientific	May 88		U
QL King, The	Microdeal	Sep 88		
QL Knight Flight	Realtime	Mar 92	7	
QL Macro Assembler	Sinclair	May 86		U
QL Paint	Sinclair	Jun 86		U
QL Paragon	Eigen	May 86		U
QL Quboids	Sinclair	May 86	8	
QL Quill	Sinclair	Apr 84		U
QL R-Windows	Psientific	May 86		U
QL Scrabble	Leisure Genius	Jun 86		
QL Super Toolkit	Care	Nov 86		U
QL Supercharge	Digital Precision	Jun 86		U
QL WD Joss	WD	Jun 86		U
QL Wanderer, The	Rio	Jul 86		



If you were *Bomb Jack 2*, you still wouldn't be quite as crap as *Pitfighter*.

PITFIGHTER
Oh dearie, dearie me. So excited was the programmer by his wonderful graphic scaling routine for *Pitfighter*, that he completely forgot to put in a game. (Clot.) Mind you, there wasn't much of one there in the first place (the main attraction – if that's the word – of the coin-op were the digitised graphics) so perhaps it's not that much of a loss. Probably the kindest thing to say about *Pitfighter* is that you can complete the game without quite realising you're playing it. (Which isn't very kind at all.)

TITLE	COMPANY	ISSUE	SCORE	SPESH
QL Windows/Icons/Fonts	Eigen	May 86		U
Quackers	Rabbit			
Quackshot	Sparklers	Sep 85	6	
Quartet	Hit Squad	Jul 87	8	
Quartet	Hit Squad	Jul 90	39%	RR
Quattro Adventure	Codemasters	Oct 90	95%	C
Quattro Cartoon	Codemasters	Aug 91	90%	M, C
Quattro Coin-ops	Codemasters	Sep 91	69°	C
Quattro Fantastic	Codemasters	Jan 92	90°	M, C
Quattro Fighters	Codemasters	Mar 92	84°	C
Quattro Firepower	Codemasters	Aug 91	85%	C
Quattro Megastars	Codemasters	Sep 92	67°	C
Quattro Power	Codemasters	Sep 90	91%	C
Quattro Racers	Codemasters	Aug 91	90%	M, C
Quattro Sports	Codemasters	Oct 90	88%	C
Quazatron	Hewson	Jun 86	9	HOT
Quest For The Golden Eggcup, The	Harvey Lodder	Dec 86		A
Quest For The Golden Eggcup, The	Mastertronic	May 88	8	RR, A
Quest For The Golden Eggcup, The	Mastertronic	Dec 88	4	RR, A
Quest For The Holy Grail, The	Mastertronic	Jan 86		A
Questprobe 3 – The Fantastic Four	Adv Int'l	Jul 86	8	A
Quill, The	Gilsoft	Jul 84		U
Quiz Quest	Alligata	Apr 86	7	
R				
R-Type	Activision	Jan 89	9	M
R-Type	Hit Squad	Jan 91	98%	M, RR
RBI 2 Baseball	Hit Squad	Apr 93	79°	
RBI 2 Baseball	Tengen	Jun 91	82°	
Race Against Time, The	Codies Plus	Jul 88	8	
Race Fun	Rabbit	Jan 84		
Race Pack 4	Zeppelin	Nov 92	60°	C
Race, The	Players Premier	May 90	83°	
Rad Ramp Racer	Mastertronic+	Aug 90	73°	
Raid Over Moscow	US Gold	May 85	10	
Raiders Of The Lost Ring	Arcade	Mar 86	8	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Rainbow Collection, The	Ocean	Oct 91	92°	M, C
Rainbow Islands	Hit Squad	Mar 92	91°	M
Rainbow Islands	Ocean	Apr 90	94°	M
Rally Cross Sim	Codemasters	Apr 90	57°	
Rally Driver	Alternative	Aug 88	5	RR
Rally Sim	Zeppelin	Apr 89	7	
RAM Music Machine	RAM	Dec 86		U, HA
Rambo	Hit Squad	Oct 89	80°	RR
Rambo	Ocean	Mar 86	8	
Rambo 3	Hit Squad	Apr 91	65%	RR
Rambo 3	Ocean	Jan 89	8	
Rampage	Activision	Mar 88	6	
Rampage	Hit Squad	Jan 90	54°	RR
Ramparts	Go!	Jun 88	5	
Ranarama	Hewson	Apr 87	9	M
Ranarama	Players	Mar 91	78°	RR
Rapscallion	Bug-Byte	Sep 84		GOTM
Rasputin	Firebird Hot	Jan 86	9	M
Rastan	Hit Squad	Nov 90	87%	
Rastan	Imagine	Jun 88	9	M
Raster Runner	Mastertronic+	Jun 90	72°	
Rasterscan	Mastertronic	Jun 87	8	
Rats, The	Hodder and St	Nov 85		A
Raven, The	8th Day	Apr 88	8	
Real Ghostbusters, The	Activision	Jun 89	62%	
Real Ghostbusters, The	Hit Squad	May 91	80%	RR
Realm Of Impossibility	Ariolasoft	Apr 86	3	
Realm, The	Cult	Oct 88	7	A, +3
Reaper, The	Ubi Soft	May 91	35°	
Rebel	Ricochet	Mar 89	8	RR
Rebel	Virgin	Oct 87	7	
Rebel Planet	US Gold	Sep 86	7	A
Rebelstar	Firebird Silver	Sep 86	7	S
Rebelstar II	Silverbird	Jun 89	7	
Reckless Rufus	Alternative	Oct 92	90°	M
Red Arrows	Database	Oct 85	6	
Red Heat	Hit Squad	Aug 91	76%	
Red Heat	Ocean	Jul 89	85°	
Red LED	Starlight	Dec 87	8	
Red Moon	Level 9	Oct 85	90°	A
Red Scorpion	Quicksilva	Jul 87	7	
Redhawk	M House	Jul 86	8	
Remote, The	Blue Alpha	Aug 93	85%	U, HA
Renegade	Hit Squad	Feb 90	82°	RR
Renegade	Imagine	Oct 87	9	M
Renegade 3	Hit Squad	Sep 91	82°	
Renegade 3	Imagine	Apr 89	79°	
Rentakill Rita	Mastertronic	Feb 88	8	
Repton Mania	Superior	Jun 89	88%	
Rescue	Mastertronic	Jan 88	7	
Rescue From Atlantis	Summit	Jun 92	63°	
Rescue On Fractalus	Activision	Oct 86	7	
Rescue On Fractalus	Mastertronic+	Nov 89	57°	RR
Retarded Creatures And Caverns	Zenobi	Sep 89	9	M, A
Return Of The Jedi	Domark	Jan 89	7	
Return Of The Jedi	Hit Squad	Mar 91	81%	RR
Return Of The Witch Lord	Gremlin	OCt 91	86°	EXP
Return To Oz	US Gold Kids	Nov 86	5	A
Return to Doom	Topologika	Nov 88	7	A, +3
Reveal	Mastertronic	Apr 89	7	
Revenge Of The Killer Tomatoes	Visions	Sep 84		
Revolution	Vortex	Nov 86	9	
Rex	Martech	Dec 88	9	M
Rick Dangerous	Firebird	Jul 89	78°	
Rick Dangerous	Kixx	Apr 92	70°	
Rick Dangerous 2	Microstyle	Nov 90	90°	M
Riddlers Den	Electric Dreams	Dec 85	7	
Rider	Virgin	Jun 84	6	
Riding The Rapids	Players	Feb 88	5	
Rigel's Revenge	Bulldog	Jan 88	8	A
Ring Wars	Cascade	Feb 89	8	



We did actually have a screenshot, but we preferred Diana Rigg. Sorry.

SAM EXODUS

Stonking *Smash TV*-with-bunnies that's a complete stormer on the Coupé mainly because it's not a puzzle game. (Yee-haaa!) Frantically playable as you (and a pal – yee-haaa!) razz around the screen attempting to grab enough power-ups to qualify for the next level. The random movement of the enemies is annoying (very much so at times) but it's fabulously good fun. No slowdown, loads of ways for your parrot to get killed (er, hurrah) and, of course, it's not a puzzle game. (Yee-haaa!)

TITLE	COMPANY	ISSUE	SCORE	SPESH
River Raid	Activision	Nov 84	6	
River Raid	Firebird Silver	Oct 87	4	RR
Road Runner	US Gold	Oct 87	7	
Road Wars	M House	Mar 88	7	
Roadblasters	US Gold	Oct 88	8	
Robber	Virgin	Feb 84		
Robin Hood: Legend Quest	Codemasters	Feb 93	90%	M
Robin Of Sherlock	Silversoft	Feb 86	7	A
Robin Of Sherwood	Adv Int'l	Nov 85 A		
Robin O' The Wood	Odin	Feb 86	9	HOT
Robocop	Hit Squad	Mar 92	93%	M, RR
Robocop	Ocean	Mar 89	8	
Robocop 2	Ocean	Dec 90	93°	M, 128
Robocop 3	Ocean	Apr 92	86°	
Robot Messiah	Alphabatim	Jan 86	9	
Robot Riot	Silversoft	Apr 84	8	
Roboto	Bug-Byte	May 86	8	
Robozone	Image Works	Oct 91	72°	
Rocco	Gremlin	Sep 85	6	
Rock Star Ate My Hamster	Codemasters	Jun 89	35%	
Rock Star Ate My Hamster	Codemasters	Jun 90	64%	RR
Rock 'n' Roll	Rainbow Arts	Feb 90	74°	
Rock 'n' Wrestle	M House	Jul 86	8	
Rockfall	Top Ten	Aug 88	6	
Rockford	MAD	May 88	8	
Rockman	Mastertronic	Feb 86	8	
Rodland	Storm	Jan 92	95°	M
Rogue Trooper	Piranha	Jan 87	7	
Roland's Rat Race	Ocean	Oct 85	8	
Rollaround	Mastertronic	Apr 88	6	
Roller Coaster	Elite	Apr 86	9	HOT
Roller Coaster	Encore	Sep 89	46°	RR
Rolling Thunder	US Gold	Mar 88	9	M
Ronnie Goes To Hollywood	8th Day	Mar 88	8	
Room 10	CRL	Dec 86	9	M
Rothmans Football Quiz	Cassell	Jan 86	7	
Round The Bend	Zeppelin	Jan 92	74°	
Roundheads	Lothlorien	Aug 87	6	S
Roy Of The Rovers	Gremlin	Jan 89	7	
Ruff And Reddy	Hi-Tec	Sep 90	67°	
Rugby	Blue Ribbon	Oct 90	55°	RR
Rugby Coach	Cult	Apr 91	72°	
Run The Gauntlet	Hit Squad	Jan 91	69%	RR
Run The Gauntlet	Imagine	Apr 89	7	
Run, Bronwynn, Run!	FSF	Jan 93	7	A
Runestone	Firebird Hot	Jan 86	A	
Running Man, The	Grandslam	Jun 89	90%	M
Rupert And The Toymaker's Party	Quicksilva	Dec 85	5	
Rygar	Kixx	May 89	6	RR
Rygar	US Gold	Jan 88	8	
S				
SAM Adventure System	Axxent	Oct 92	85%	U
SAM Astroball	Revelation	Aug 92	90°	M
SAM Batz 'n' Balls	Revelation	Apr 92	77°	
SAM Beetle Mania	GA Bobker	Jul 92	56°	
SAM Boing!	Noesis	Nov 92	75°	
SAM Brainache	Supplement	Jul 92	71°	
SAM Bulgulators, The	FRED	Feb 93	70°	
SAM Daylight Robbery	Supplement	Aug 92	65%	
SAM Defenders Of The Earth	Enigma	Oct 90	84%	
SAM Drop Out	Supplement	Nov 92	25%	
SAM Dyadic	Phoenix	Mar 93	45%	
SAM Dyzonium	FRED	Jan 93	82%	
SAM E-Tracker	FRED	Jul 93	87%	U
SAM Exodus	Apex	Aug 93		
SAM Hexagonia	Revelation	Jan 92	84%	
SAM Impatience	FRED	Jan 92	90°	M, C
SAM Manic Miner	Revelation	Apr 92	84%	
SAM Pack One	Revelation	Jun 92	81°	C
SAM Parallax	FRED	Nov 92	58%	
SAM Pazook	Supplement	Aug 92	52%	
SAM Prince Of Persia	Domark	Sep 91	90°	M
SAM SCADS	Glenco	Dec 92	82%	U
SAM Sheriff Gunn	Axxent	Dec 92	6	A
SAM Splat!	Revelation	Apr 92	68°	
SAM Waterworks	FRED	Apr 93	80%	
SAM Wop Gamma	Revelation	Jul 93	88%	
SAS Combat Sim	Codemasters	May 89	7	
SAS Operation Thunderflash	Sparklers	Feb 87	4	
SCI – Chase HQ 2	Ocean	Mar 91	71°	
SDI	Hit Squad	Jul 91	64°	
SDI	Med	Mar 89	6	
SOS	Mastertronic	Jun 87	7	
STUN Runner	Hit Squad	Nov 92	41°	
STUN Runner	Tengen	Feb 91	64°	
SWAT	Power House	May 87	4	
SWIV	Storm	May 91	90°	M, 128
Sabotage	Zeppelin	Jul 88	6	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Saboteur	Encore	Oct 88	8	RR
Saboteur 2	Durell	Jan 86	9	M
Saboteur 2	Durell	May 87	9	M
Saboteur 2	Encore	Sep 89	80°	RR
Sabre Wulf	Ultimate	Aug 84		GOTM
Sacred Armour Of Antiriad, The	Mastertronic	Apr 89	8	RR
Sacred Armour Of Antiriad, The	Palace	Jan 87	8	
Sai Combat	Mirrorsoft	May 86	8	
Saigon Combat Unit	Players Premier	Feb 90	45°	
Sailing	Activision	May 87	7	
Sailing	Mastertronic	Apr 90	63°	
Saint And Greavsie	Grandslam	Dec 89	54°	
Salamander	Hit Squad	Nov 90	86%	RR
Salamander	Konami	Dec 88	8	RR
Salamander	Konami	Feb 88	4	
Sam Stoat Safebreaker	Gremlin	May 85	4	
Samantha Fox Strip Poker	Martech	Jun 86	8	
Samurai	CRL	Feb 87	7	S
Samurai Trilogy, The	Gremlin	Nov 87	7	
Samurai Warrior	Firebird	Nov 88	9	M
Santa's Xmas Caper	Zeppelin	Jan 92	14°	
Santa's Xmas Caper	Zeppelin	Jan 93	32°	RR
Sanxion	Thalamus	Jun 89	71°	
Satan	Dinamic	Oct 90	77°	
Satcom	Atlantic	Oct 87	7	
Savage	Firebird	Dec 88	9	M
Savage Island 1 and 2	Tynesoft	Jan 88	6	A
Sbugetti Junction	Bug-Byte	Oct 86	8	
Scalextric	Leisure Genius	Mar 87	8	
Scapeghost	Level 9	Jan 90	8	A
Scary Mansion	Zodiac	Oct 87		A
Sceptre Of Bagdad	Atlantis	May 87	8	
Schizofrenia	Quicksilva	Apr 86	4	
Scooby Doo	Elite	Nov 86	9	M
Scooby Doo	Encore	Oct 89	86°	RR
Scooby Doo And Scrappy Doo	Hi-Tec	Aug 91	74°	
Scramble Spirits	Grandslam	Mar 90	75°	
Screen Play	Macmillan	Mar 86	7	U
Scuba Dive	299 Classics	Oct 86	6	RR
Scuba Dive	Durell	Apr 84		GOTM
Scuba Kidz	Silverbird	Feb 89	3	
Scumball	Bulldog	May 88	5	
Seas Of Blood	Adv Int'l	Jan 86		A
Secret Diary Of Adrian Mole, The	Mosaic	Dec 85	A	
Secret Of Levitation, The	Americana	Jul 86	8	
Secret Of St Brides, The	St Brides	Nov 85		A
Sentinel, The	Firebird Gold	Jun 87	9	M
Serf's Tale, The	Players	Apr 87	9	M, A
Sergeant Seymour	Codemasters	May 93	81%	RR
Shackled	US Gold	Apr 88	4	
Shadow Dancer	US Gold	Jun 91	85°	
Shadow Of The Beast	GBH	May 92	29°	RR
Shadow Of The Beast	Gremlin	Dec 90	88°	
Shadow Of The Unicorn	Mikro-Gen	Jan 86	7	
Shadow Skimmer	The Edge	Apr 87	8	
Shadowfire	Beyond	Jul 85		M
Shadows Of Mordor	M House	Aug 87	8	A
Shadows Of The Past	Compass	Oct 90	8	A
Shads	Hit Squad	Jul 92	51°	RR
Shads	Ocean	Sep 90	90°	M
Shanghai Karate	Players	Jul 88	4	
Shanghai Warriors	Players	Aug 89	38°	
Shao-Lin's Road	Hit Squad	Sep 90	69°	RR
Shao-Lin's Road	The Edge	Feb 87	8	
Shard Of Innovar	Bulldog	Mar 88	6	A
Sharkey's Moll	Zeppelin	Sep 91	54°	
Sherlock	M House	Nov 84		
Shinobi	Mastertronic	Oct 91	73°	
Shinobi	Virgin	Nov 89	71°	
Shockway Rider	FTL	Apr 87	9	M
Shockway Rider	Rack-It	Jan 89	9	RR
Shoe People, The	GBH Gold	Apr 93	88%	EDU
Shoot Out	Martech	Mar 89	4	
Short Circuit	Ocean	May 87	8	
Showjumping	Alligata	May 86	6	
Shrewsbury Key	Players	Dec 86		A
Side Arms	Go!	May 88	6	
Sidewalk	Infogrames	Feb 88	7	
Sidewinder 2	Virgin MT	Jan 93	68%	OTGA
Sidewize	Firebird	Oct 87	9	M
Sidney Affair, The	Infogrames	Jun 87	8	A
Sigma 7	Durell	Apr 87	9	M
Sigma 7	Encore	Nov 89	75°	RR
Silent Service	Kixx	Sep 92	79%	RR
Silent Service	Microprose	Mar 87	8	
Silicon Dreams	Rainbird	Mar 87	9	M, A, C
Silkworm	Mastertronic	Feb 91	93°	
Silkworm	Virgin	Jul 89	90°	M

TITLE	COMPANY	ISSUE	SCORE	SPESH
Silverwolf	Zenobi	Aug 92	9	A
Sim City	Infogrames	Aug 90	93°	
Simpsons, The – Space Mutants	Hit Squad	Jul 92	85°	
Simpsons, The – Space Mutants	Ocean	Dec 91	92°	M
Sinbad And The Golden Ship	Mastertronic	Jun 86	7	A
Sir Fred	Mikro-Gen	Feb 86	7	
Six Appeal	Ubi Soft	Dec 91	88°	C
Six-In-One	Tartan	Jul 87	8	A, C
Skate Crazy	Gremlin	Aug 88	9	M
Skate Or Die	Electronic Arts	May 89	74°	
Skateball	Ubi Soft	Feb 88	8	
Skateboard Kidz	Silverbird	Oct 88	4	
Skatewars (Skateball)	Hit Squad	Jul 92	42°	RR
Skatewars (Skateball)	Ubi Soft	Sep 90	82°	
Skatin' USA	Atlantis	Dec 90	82°	
Skelvullyn Twine	8th Day	Jun 88	8	
Ski Star 2000	R Shepherd	Jun 85	4	
Skool Daze	299 Classics	Sep 86	8	RR
Skool Daze	Microsphere	Mar 85	6	
Skull	Games Machine	Apr 84	9	
Skull And Crossbones	Hit Squad	Aug 93	53%	RR
Skull And Crossbones	Tengen	Jul 91	72°	
Sky Runner	Cascade	May 87	6	
Skyfox	Ariolasoft	Apr 86	9	M
Skyranger	Microsphere	Apr 85	4	
Sláine	Martech	Jan 88	9	M
Slap Dab	Anirog	Jan 84		
Slap Fight	Hit Squad	Aug 90	82°	RR
Sleepwalker	Zeppelin	Sep 92	75%	
Slightly Magic	Codemasters	Jun 91	94°	M
Sly Spy Secret Agent	Hit Squad	Aug 92	46°	RR
Sly Spy Secret Agent	Ocean	Sep 90	80°	
Smash 16	Codemasters	Apr 93	67%	C
Smash TV	Hit Squad	Mar 93	91°	M
Smash TV	Ocean	Nov 91	92°	M

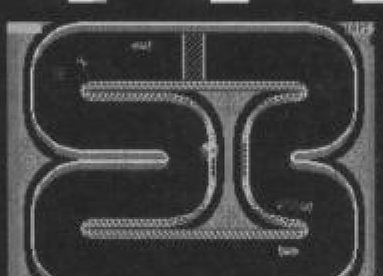


It could be a licence of the Molesworth books. (It's that good.)

SKOOL DAZE
One of the Speccy giants, this genuinely funny, genuinely original school game appeared without hype from a tiny company and blew everyone away. As Eric the errant schoolboy you had to steal your report before the Head expelled you, along the way firing water pistols and catapults at everyone in sight. The atmosphere was second-to-none (you could even write on the blackboards) and the gameplay ace. Follow-ups *Back To Skool* and *Contact Sam Cruise* were also fab (natch).

TITLE	COMPANY	ISSUE	SCORE	SPESH
Smudge And The Moonies	Sparklers	May 87	3	
Smugglers Cove	Quicksilva	Jan 84		A
Snaffle	Longman	Jul 85	2	
Snare	Beyond Belief	Jul 92	90°	M
Snodgits	C Sparks	Aug 86	7	
Snooker	Visions	Apr 84	6	
Snooker Management	Cult	Nov 91	19°	
Snooker Manager	Image	Sep 90	45°	
Snookered	Top Ten	Aug 88	5	
Snoopy	The Edge	Mar 90	88°	
Snow Queen, The	Mosaic	Sep 86	7	A, RR
Snow Queen, The	St Brides	Mar 86	5	A
Snowstrike	Epyx	Dec 90	73°	
Soap Land	Zodiac	Oct 87		A
Soccer Pinball	Codemasters	May 92	68°	
Soccer Q	Cult	Jun 89	8	
Soccer Squad	Gremlin	Aug 89	67°	C
Soccer Stars	Empire	Mar 92	82°	C
Sodov The Sorceror	Bug-Byte	May 86	7	
Soft And Cuddly	Power House	Nov 87	7	
Solar Empire	Players	Jan 91	79°	
Soldier Of Fortune	Firebird	Oct 88	9	M
Soldier Of Light	Ace	Jul 88	4	
Soldier Of Light	Rad	Nov 89	39%	RR
Solomon's Key	US Gold	Nov 87	9	M
Son Of Blagger	Alligata	Feb 85	4	
Sonic Boom	Activision	Jun 90	52°	
Sooty And Sweep	Alternative	Aug 91	47°	RR
Sooty And Sweep	Alternative	Mar 90	49°	
Sophistry	CRL	Jun 88	9	M
Sorceror Lord	PSS	Mar 88	9	M
Sorcery	Virgin	Aug 84		
Soul Hunter, The	The Guild	Oct 92	8	A
Soul Of A Robot	Mastertronic	Feb 86	6	
Souls Of Darkon	Bug-Byte	Dec 86	8	A, RR

TITLE	COMPANY	ISSUE	SCORE	SPESH
Sound Sampler	Cheetah	Dec 86		U, HA
Southern Belle	Hewson	Oct 85	5	
Space Ace	Gremlin	Feb 89	8	C
Space Command	Virgin	Oct 84		
Space Crusade	Gremlin	Mar 92	92°	M
Space Firebirds	Insight	Jan 86	6	
Space Gun	Hit Squad	May 93	87%	RR
Space Gun	Ocean	Apr 92	62°	128
Space Harrier	Elite	Mar 87	9	M
Space Harrier	Encore	Mar 90	76°	
Space Harrier 2	Grandslam	Mar 90	85°	
Space Hunter	Mastertronic	May 86	8	
Space Jack	Power House	Aug 88	1	
Spaghetti Western Sim	Zeppelin	Oct 90	49°	
Spec Drum	Cheetah	Dec 86		U, HA
Spec Drum	Cheetah	Mar 86		U, HA
Specgraf	Anirog	Aug 84		U
Special Action	Ocean	Sep 89	82°	C
Special Agent	Heinemann	Feb 84		EDU
Spectre Of Castle Coris, The	FSF	Jan 93	9	A
Spectron	Virgin	Apr 84	4	
Spectrum Safari	CDS	Feb 84		
Speed King 2	Mastertronic	Feb 87	7	
Speedboat Assassin	Mastertronic+	Feb 90	69°	
Spellbound	Mastertronic	Feb 86	8	
Spellbound 128	MAD	Oct 86	9	M, 128
Spherical	Rainbow Arts	Dec 89	88°	
Sphinx Jinx, The (with Total Eclipse)	Incentive	Jul 89	90°	M
Spike	Firebird	Aug 86	6	
Spike In Transilvania	Codemasters	Sep 91	85°	
Spikey Harold	Firebird	Jul 86	8	
Spindizzy	Electric Dreams	Jul 86	9	M
Spitfire	Encore	Jan 90	40°	
Spitfire 40	Alternative	Mar 90	40°	RR
Spitfire 40	Mirrorsoft	Apr 86	9	HOT
Spitting Image	Domark	Mar 89	6	
Spitting Image	Hit Squad	Jun 91	55°	
Split Personalities (Splitting Images)	Domark	Aug 86	9	M
Splitting Images (Split Personalities)	Domark	Aug 86	9	M
Spoof	Runesoft	Oct 84		A
Spooked	Players Premier	Oct 89	80°	
Spore	Bulldog	Jun 88	3	
Sporting Triangles	CDS	Dec 89	40°	
Spy Hunter	Kixx	Jun 89	6	RR
Spy Hunter	US Gold	Jun 85	4	
Spy Vs Spy 2 – The Island Caper	Databyte	Jul 87	7	
Spy Vs Spy 2 – The Island Caper	Wicked	Jun 93	30%	OTGA
Spy Vs Spy 3 – Arctic Antics	Wicked	Apr 93	64%	RR
Spy Who Loved Me, The	Domark	Nov 90	76°	
Spy Who Loved Me, The	Hit Squad	Jun 92	26°	RR
St Dragon	Kixx	Jun 92	29°	RR
St Dragon	Storm	Dec 90	80°	
Stack Up	Zeppelin	Aug 91	86°	
Stainless Steel	Mikro-Gen	Oct 86	6	



Curved tracks, so we'll have square collision detection. Ha ha ha. Ha. Sob.

SUPER SPRINT

Four cars, right? Three of them are computer-controlled (two if it's a two-player game) and you have to finish first to qualify for the next track. Collecting golden spanners littering the course meant you could upgrade your car, and there were eight racetracks with tunnels and jumps and underpasses and whirlwinds and gates and stuff. Sounds fab, eh? And it was, but for one thing. It had crap collision detection, so you kept bouncing off bits of track THAT OBVIOUSLY WEREN'T THERE. Glurk.

TITLE	COMPANY	ISSUE	SCORE	SPESH
Stalingrad	CCS	Oct 88	6	
Star Control	Accolade	Apr 91	85°	
Star Farce	Mastertronic	Mar 89	8	
Star Firebirds	Firebird Silver	Oct 86	8	
Star Paws	S Projects	May 88	8	
Star Raiders 2	Electric Dreams	Jun 87	8	
Star Runner	Codemasters	Jun 87	8	
Star Wars	Domark	Feb 88	8	
Star Wars	Hit Squad	Dec 90	76°	RR
Star Wars Droids	MAD	Aug 88	3	
Star Wars Trilogy	Domark	Oct 89	84°	C
Star Wreck	Alternative	Dec 87	6	A
Starglider 2	Rainbird	Aug 89	85°	
Starion	M House	Jun 85		M
Starquake	Bubble Bus	Dec 85	7	
Starring Charlie Chaplin	US Gold	Jul 88	7	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Starship Quest	FSF	Aug 90	7	A
Starship Quest	FSF	Jan 93	8	A, RR
Starstrike	Realtime	Mar 85	8	
Starstrike 2	Realtime	Jun 86	9	HOT
Stay Kool	Bug-Byte	May 85	4	
Steg	Codemasters	Dec 92	90%	M
Stifflip & Co	Palace	Oct 87	9	M
Stir Crazy (Featuring Bobo)	Infogrames	Feb 90	58°	
Storm	Mastertronic	Dec 86	4	
Stormbringer 128	MAD	Jul 87	9	M, 128
Stormlord	Hewson	Jun 89	93°	M
Story So Far Volume 2, The	Elite	Aug 89	79°	C
Story So Far Volume 4, The	Elite	Dec 89	57°	C
Streaker	Bulldog	Nov 87	7	
Street Fighter	Go!	Jul 88	8	
Street Fighter 2	US Gold	Mar 93	62%	
Street Gang Football	Codemasters	Jul 89	56°	
Street Hassle	M House	Mar 88	7	
Street Hassle	Mastertronic	Mar 90	62%	RR
Street Hawk	Ocean	Dec 86	5	
Street Hawk	Ocean	Nov 85	7	
Street Sports Basketball	US Gold	Aug 88	5	
Strider	US Gold	Nov 89	90°	M
Strider 2	US Gold	Jan 91	87°	
Strike	Mastertronic	Jun 87	7	
Strike Force Cobra	Piranha	Nov 86	9	M
Strike Force Harrier	Mirrorsoft	Nov 86	8	
Striker Manager	D&H	Nov 91	60°	
Strontium Dog: The Killing	Quicksilva	Feb 85	2	
Stryker In The Crypt Of Trogan	Codemasters	May 92	52°	
Stuart Henry's Pop Quiz	Bellflower	Oct 84		
Stunt Bike Sim	Silverbird	Sep 88	4	
Stunt Car Racer	Microstyle	Nov 89	93°	M
Subbuteo	Electric Zoo	Nov 90	81°	
Subterranean Nightmare	Americana	Sep 86	8	
Subterranean Stryker	Insight	May 85	6	
Summer Games	US Gold	Oct 88	C	
Summer Gold	US Gold	Nov 87	7	C
Summer Santa	Alpha Omega	Sep 86	4	
Super All Stars	Codemasters	Dec 92	84°	C
Super Cycle	Kixx	Jun 89	4	RR
Super Cycle	US Gold	Mar 87	5	
Super Dragon Slayer	Codemasters	May 90	88°	
Super Fighter	Ocean	Feb 89	35%	C, 128
Super Hang On	Electric Dreams	Feb 88	8	
Super Hero	Codemasters	Nov 88	7	
Super Monaco Grand Prix	Kixx	Jan 93	74°	RR
Super Monaco Grand Prix	US Gold	May 91	82°	
Super Pipeline 2	Taskset	Oct 85	7	
Super Robin Hood	Codemasters	Jul 87	6	
Super Scramble Sim	Gremlin	Jul 89	80°	
Super Scramble Sim	Kixx	Aug 91	79°	
Super Sega	US Gold	Nov 91	62°	C
Super Seymour Saves The Planet	Codemasters	Mar 92	86°	
Super Shuffle	Sparklers	May 87	6	
Super Sim Pack	US Gold	Dec 91	73°	C
Super Snails	Games Machine	Apr 84	5	
Super Soccer	Imagine	Mar 87	8	
Super Space Invaders	Domark	Jan 92	88°	128
Super Space Invaders	Hit Squad	May 93	62%	RR, 128
Super Sprint	Electric Dreams	Dec 87	5	
Super Stock Car	Mastertronic+	Oct 90	69°	
Super Stuntman	Codemasters	Apr 88	7	
Super Tank	Codemasters	Apr 90	63°	
Super Wonderboy	Activision	Jan 90	75°	
Superbowl	Ocean	Jul 86	6	
Superbrat	Atlantis	Nov 85	5	
Supercars	GBH	Sep 92	77°	RR
Supercars	Gremlin	Jan 91	88°	
Supercars Trans Am	Codemasters	Nov 89	56°	LG
Superkid	Atlantis	Dec 89	54°	
Superkid In Space	Atlantis	Dec 90	80°	
Superleague Soccer	Impressions	Sep 90	52°	
Supernova	Players	Dec 87	7	
Supernudge	Mastertronic	Aug 89	71°	
Supersports Challenge	Codemasters	Apr 93	81%	C
Supersports Collection	Codemasters	Apr 93	81%	C
Superstar Seymour	Codemasters	Dec 92	68%	C
Superted	Alternative	Jun 93	62%	OTGA
Supertrux	Elite	May 89	51°	
Supreme Challenge	Beau Jolly	Nov 88	9	BB, C
Surfchamp	New Concepts	Feb 86	7	
Survivor	US Gold	Oct 87	6	
Survivors	Atlantis	Feb 87	6	
Sweevo's World	Gargoyle	Mar 86	9	HOT
Switchblade	GBH	Feb 92	93°	M, RR
Switchblade	Gremlin	Mar 91	92°	M
Sword And Shield	Power House	Feb 88	4	

TITLE	COMPANY	ISSUE	SCORE	SPESH
Sword Of The Samurai	Zeppelin	Nov 92	72%	
Sword Slayer	Players	Sep 88	5	
Swords And Sorcery	PSS	Feb 86	7	
Swords And Sorcery	Summit	Jul 93	68%	RR
Swords Of Bane	CCS	Jan 87	7	S
Syntax	Blue Ribbon	Oct 89	19°	
System 15000	Craig Comms	Apr 85	4	S
T				
T-Bird	Mastertronic+	Nov 90	74°	
Time Machine, The	Vivid Image	Oct 90	91°	M
TLL	Vortex	Oct 84		GOTM
TNT	Domark	Oct 90	84°	C
TNT 2	Domark	Apr 92	49°	C, 128
Tai-Pan	Ocean	Aug 87	9	M
Take 4 Games	Gremlin	Jul 87	6	C
Tales Of The Arabian Nights	Interceptor	Sep 85	4	
Talos	Silversoft	Oct 85	6	
Tanium	Players	Sep 88	5	
Tank Attack	CDS	May 89	15%	
Tank Command	Atlantis	Jan 89	5	
Tapper	US Gold	Aug 85	8	
Target; Renegade	Hit Squad	Jan 91	92°	RR
Target; Renegade	Ocean	Jul 88	9	M
Tarzan	React	Apr 90	45°	RR
Tarzan Goes Ape	Codemasters	Jan 91	68°	
Task Force	Players Premier	Aug 89	71%	
Tau Ceti	CRL	Jan 86	9	HOT
Tears Of The Moon, The	Zenobi	Nov 92	6	A
Technician Ted	Hewson	May 85	6	
Technician Ted	Rack-It	May 89	8	RR
Technocop	Gremlin	Feb 89	8	
Technocop	Kixx	Jul 91	60%	
Teenage Mutant Hero Turtles	Image Works	Jan 91	90°	M
Teladon	Destiny	May 88	6	
Temple Of Terror	US Gold	Aug 87	7	A
Temple Of Vran	Incentive	Oct 84		A
Ten Pack Volume 2	Automata	Mar 86	5	C
Ten Pack Volume 3	Automata	Mar 86	5	C
Terminator 2	Hit Squad	Apr 93	46%	
Terminator 2	Ocean	Nov 91	88°	
Terrahawks	CRL	Nov 84	4	
Terramex	Grandslam	Mar 88	9	M
Terrormolinos	M House	Dec 85		A
Terrorpods	Psygnosis	Aug 88	7	
Tetris	Mastertronic	Jul 89	96%	RR
Tetris	Mirrorsoft	Apr 88	9	M
Thanatos	Encore	Feb 90	82°	RR
That's The Spirit	The Edge	Oct 85	6	
Thing	Players	Jun 88	8	
Thing Bounces Back	Gremlin	Aug 87	9	M
Think!	Ariolasoft	Fev 86	7	
Thomas The Tank Engine & Friends	Alternative	Aug 91	32°	
Three Weeks In Paradise	Mikro-Gen	9	M	
Throne Of Fire	M House	Jun 87	8	
Through The Trap Door	Piranha	Jan 88	8	
Thunderbirds	Firebird	Jan 86	6	
Thunderbirds	Grandslam	Jul 89	85%	
Thunderblade	Kixx	Apr 91	84%	RR
Thunderblade	US Gold	Feb 89	9	M
Thundercats	Elite	Jan 88	9	M
Thundercats	Encore	Dec 89	60%	RR
Thunderceptor/Fast & Furious, The	US Gold	Dec 87	9/8	M, C
Tiger Road	Go!	Jan 89	6	
Tiger Road	Kixx	Mar 91	34%	RR
Tilt	Codemasters	Feb 91	88°	
Tilt	Linel	Jun 92	30°	
Time And Magik	Mandarin	Jul 88	9	M, A, C
Time Flies	Firebird	Jul 88	3	
Time Scanner	Activision	Aug 89	91%	M
Times Of Lore	Origin	Jul 89	91%	M
Tintin On The Moon	Infogrames	Jan 90	80%	
Tir Na Nog	Gargoyle			A
Titan	Titus	Sep 88	75°	
Titanic	Kixx	May 89	5	
Titanic Blinky	Zeppelin	Jan 92	88°	
Tolkien Trilogy, The	Beau Jolly	Jan 90	9	M, A, C
Tomahawk	D Integration	Jan 86	9	HOT
Tomcat	Players	Mar 89	6	
Toobin'	Hit Squad	Oct 91	82°	
Toobin'	Tengen	Jan 90	60°	
Toot 'n' Come In	Epsilon	Oct 87	u	A
Top Cat In Beverly Hills Cats	Hi-Tec	Mar 91	49°	
Total Eclipse	Incentive	Jan 89	9	M
Total Recall	Hit Squad	Oct 92	76°	
Total Recall	Ocean	Mar 91	84°	
Tour De Force	Gremlin	Mar 88	7	
Toy Bizarre	Activision	May 85	4	
Toy Bizarre	Ricochet	Apr 93	30°	OTGA

TITLE	COMPANY	ISSUE	SCORE	SPESH
Toyota Celica GT Rally	GBH	Apr 92	90°	M
Toyota Celica GT Rally	Gremlin	Apr 91	90°	M
Trackmaster	Destiny	Jan 89	8	
Tracksuit Manager	Goliath	Sep 88	8	
Tracksuit Manager	Hi-Tec	Feb 91	79%	RR
Train, The	Accolade	Oct 88	7	
Transformers	Ocean	Mar 86	6	
Trantor	Go!	Dec 87	9	M
Trantor	Kixx	Jun 89	7	RR
Trapdoor/Through The Trapdoor	Alternative	Mar 91	92°	
Trashman	New Generation	Aug 84		
Traxx	Quicksilva	Jan 84		
Traz	Gamebusters	Feb 89	3	
Treasure Island Dizzy	Codemasters	Apr 89	8	
Trevor Brooking's World Cup Glory	Challenge	Feb 91	59°	
Triltex – The Later Levels	FRED	May 92	84°	
Trio	Elite	Aug 87	8	C
Trivia	Shades	Jan 90	62°	
Trivial Pursuit	Hit Squad	Feb 93	50°	RR
Trivial Pursuit – A New Beginning	Domark	Jan 89	8	
Trom	DK'tronics	Aug 84		
Trouble Brewin'	Silversoft	Dec 84	6	
Turbo Bike	Alternative	Feb 90	41°	
Turbo Chess	Kerian	Oct 84		
Turbo Cup Challenge	Players Premier	Dec 90	38°	
Turbo Kart Racer	Players	Apr 91	28°	
Turbo Out Run	Kixx	Jan 92	66°	
Turbo Out Run	US Gold	Feb 90	70°	
Turbo The Tortoise	Hi-Tec	Jul 92	94°	M
Turmoil	Bug-Byte	Feb 85	8	
Turrican	Kixx	Jan 92	90°	M
Turrican	Rainbow Arts	Aug 90	92°	M
Turrican 2	Kixx	Jun 92	59°	
Turrican 2	Rainbow Arts	Sep 91	92°	128
Turtles 2 – The Coin Op	Mirrorsoft	Dec 91	89°	
Tusker	System 3	Dec 89	82%	
Twin Turbo V8	Codemasters	Aug 89	81%	
Twin World	Ubi Soft	Oct 90	77°	
Two Gun Turtle	Lothlorien	Jul 84	4	
Typhoon	Imagine	Dec 88	7	
T'ai Chi Tortoise	Zeppelin	Jan 92	80°	
U				
UCM	MAD	Feb 88	7	
UN Squadron	US Gold	Dec 90	77%	
Uchi Mata	Martech	May 87	7	
Ultimate Collection, The	Ubi	Dec 91	83%	C
Ultimate – The Collected Works	US Gold	Sep 88	9	C, BB
Underwurlde	Ultimate	Feb 85		M
Universal Hero	Mastertronic	Nov 86	5	
Untouchables, The	Hit Squad	Sep 91	92%	M
Untouchables, The	Ocean	Nov 89	94%	M
Urban Upstart	R Shepherd	Feb 84		A
Uridium	Hewson	Dec 86	9	M
Uridium	Rack-It	Nov 88	8	RR
V				
V	Ocean	Jun 86	8	
Valkyrie 17	Ram Jam	Feb 85		A
Vampire	Codemasters	Dec 86	5	
Vampire	Codemasters	Jun 87	4	RR
Vectorball	MAD	Oct 88	7	
Vectron	Firebird	May 86	7	RR
Vectron	Insight	Jan 86	6	
Velnor's Lair	Quicksilva			A
Vendetta	Kixx	Jun 92	35%	RR
Vendetta	System 3	Jul 90	76%	
Venom	Mastertronic	Mar 88	4	A
Venom Strikes Back	Gremlin	Jul 88	7	
Vera Cruz Affair, The	Infogrames	Nov 86	8	A
Very Big Cave Adventure, The	CRL	Sep 86	8	A



Actually from *Bored Of The Rings*, but we simply don't care a row of buttons.

THE TOLKIEN TRILOGY

The Hobbit was most people's introduction to adventures, and made Melbourne House's name – despite having thousands (and thousands) of bugs. The sequel, *Lord Of The Rings*, took 'over 15 months to write' and was tat – the first location featured a set of photographs (yeah, right) and the prog was so badly-written it took two whole minutes to move between rooms. *Shadows Of Mordor* was a bit of an improvement (but not much). All in all, vastly over-rated crap. (Basically.)

TITLE	COMPANY	ISSUE	SCORE	SPESH
Video Olympics	Mastertronic	Nov 86	3	
Video Poker	Mastertronic	Dec 86	4	
Video Pool	OCP	Aug 85	6	
Vigilante	Kixx	Apr 91	45%	RR
Vigilante	US Gold	Jun 89	69%	
Viking Raiders	Firebird	May 85	2	
Vikings	Challenge	Apr 90	71%	S
Vindicator, The	Hit Squad	Sep 90	79%	RR
Vindicator, The	Imagine	Nov 88	8	
Vindicators	Hit Squad	Sep 91	52%	RR
Vindicators	Tengen	Jun 89	38%	
Violator Of Voodoo, The	Zenobi	Jun 92	9	A
Virgin Atlantic Challenger	Virgin	Nov 86	4	
Virtual Worlds	Domark	Sep 91	91%	C
Virus	Firebird	Sep 88	9	M
Vix	Tronix	May 92	19%	RR
Vixen	Martech	Aug 88	6	
Vixen	React	Apr 90	50%	RR
Viz	Virgin	Jul 91	76%	
Voidrunner	MAD	Aug 87	8	
Vulcan	CCS	Apr 87	7	S
W				
Wacky Darts	Codemasters	Mar 91	82%	
Wanderer	Elite	May 89	69%	
Wanted: Monty Mole	Gremlin	Nov 84		
WAR	Martech	Feb 87	9	M
War 70	CCS	Jun 84	7	S
War Cars Construction Set	Firebird	Jan 88	6	
War In Middle Earth	M House	Apr 89	8	
War Machine	Players Premier	Dec 92	30%	
War Machine	Players Premier	Jan 90	35%	
Wars Of The Roses	CCS	Nov 91	75°	
Way Of The Exploding Fist, The	M House	Oct 85		
Way Of The Tiger	Gremlin	Jun 86	9	M
Weaver Of Her Dreams, The	8th Day	Jun 89	8	A
WEC Le Mans	Hit Squad	Mar 91	94%	RR
WEC Le Mans	Ocean	Mar 89	9	M
Wellington at Waterloo	CCS	Jul 89	80%	S
Welltris	Infogrames	Apr 91	79%	
Werewolves Of London	Mastertronic	Apr 89	3	RR
West Bank	Gremlin	Mar 86	8	
Wham! The Music Box	M House	Mar 86		U
Wheels On Fire	Ocean	Dec 90	86%	C
When Time Stood Still	Ocean	Aug 88	9	M, 128
White Feather Cloak, The	Zenobi	Sep 92	10	A
Who Dares Wins 2	Alligata	Jun 86	5	
Wild Bunch, The	Firebird	Aug 86	7	
Wild Streets	Titus	Apr 90	51%	
Wild West Hero	Timescape	Jan 84		
Wile E Coyote And Road Runner	Hi-Tec	Feb 92	68°	
William Wobbler	Wizard	Mar 86	6	
Willow Pattern	Firebird	Feb 86	4	
Winning Team, The	Domark	Jun 91	66%	C
Winter Games	US Gold	Mar 86	8	
Winter Games 128	US Gold	Dec 86	7	128
Winter Olympiad 88	Tynesoft	Feb 88	6	
Winter Sports	Electric Dreams	Jan 86	7	
Winter Wonderland	Incentive	Apr 87	7	A
Witch Hunt/The Cup	J Lockerby	Oct 87		A
Witch Hunter, The	PMS	Dec 86	6	A
Witch's Cauldron	Mikro-Gen	6	A	
Wiz	M House	Aug 87	7	
Wizard Warz	Go!	Aug 88	3	
Wizard Willy	Cartoon Time	Apr 90	68%	
Wizard's Lair	Blue Ribbon	Nov 88	5	RR
Wizard's Lair	Bubble Bus	May 85	4	
Wizard's Warrior	Crusader	Mar 88	6	
Wizball	Ocean	Nov 87	8	
Wombles, The	Alternative	Jul 91	63%	
Wonderboy	Activision	Aug 87	7	
Wonderboy	Hit Squad	Jun 90	67%	RR



Blah blah no screenshot blah blah. But at least it's not Diana Rigg again.

THE YOUNG ONES

What a scoop for Orpheus! The biggest TV prog of the '80s – and they licensed it! Instantly promising a 'bowel-shatteringly funny' game with lots of violence and rude bits, they took out loads of ads, gave loads of interviews, did loads of previews with loads of computer mags, went away for a bit and came back with a trashy *Everyone's A Wally* clone which fully exploited the Young Ones tie-in by, er, swearing at you. At least it wasn't a platform beat-'em-up though, eh? (Hardy har.)

TITLE	COMPANY	ISSUE	SCORE	SPESH
Woods Of Winter	CRL			
Word Games With The Mr Men	Mirrorsoft	Feb 85	9	EDU
Word Manager	OCP	Jan 86		U
World Beaters – Giants	US Gold	Feb 89	7	C
World Champ Boxing Manager	Goliath	Mar 90	91%	
World Champ Soccer	Elite	Mar 91	80%	
World Class Leaderboard	US Gold	Jan 88	9	M
World Cricket	Zeppelin	Nov 91	50°	
World Cup	D&H	Apr 92	31°	
World Cup Carnival	US Gold	Aug 86	3	
World Cup Challenge	Players	Oct 90	44%	
World Cup Rugby	Audiogenic	Nov 91	92°	M
World Cup Soccer	Macmillan	Mar 86	8	
World Cup Year 90	Empire	Jul 90	79%	C
World Games	US Gold	May 87	9	M
World Rugby	Zeppelin	Feb 93	72%	
World Series Baseball	Imagine	Jun 85	6	
World Series Basketball	Imagine	Dec 85	8	
World War 1	Lothlorien	Apr 88	6	
Worm In Paradise, The	Level 9	Feb 88	9	M, A
Worse Things Happen At Sea	Silversoft	Oct 84		HIT
WOW Games	WOW	Jul 86	9	C
Wrestling Superstars	Codemasters	Feb 93	60%	
Wriggler	R Robot	May 85	6	
Writer, The	Softechnics	Jan 86		U
Wulfpack	Blue Ribbon	Nov 89	41%	S
WWF Wrestlemania	Hit Squad	Jul 93	54°	
WWF Wrestlemania	Ocean	Jan 92	91°	M
X				
X-Out	Rainbow Arts	Mar 90	84%	
Xadom	Quicksilva	Jan 84		
Xanagrams	Postern	Apr 84	7	
Xanthius	Players	Jan 88	7	
Xarax	Firebird	Jun 88	7	
Xark	Contrast	Feb 84		
Xarq	Electric Dreams	Oct 86	6	
Xcel	P Tech	Jan 86	8	
Xecutor	Ace	Nov 87	9	M
Xeno	A 'n' F	Feb 87	8	
Xenon	M House	Apr 89	9	M
Xenon	Mastertronic	Feb 91	92%	RR
Xenophobe	Microstyle	Dec 89	76%	
Xevious	US Gold	Feb 87	8	
Xybots	Domark	Aug 89	80%	
Xybots	Hit Squad	Nov 91	92%	RR, M
Y				
Yabba Dabba Doo!	Quicksilva	Apr 86	8	
Yankee	CCS	Jul 87	6	S
Yes Prime Minister	Mastertronic+	Nov 90	75%	RR
Yes Prime Minister	Mosaic	Dec 87	9	M
Yeti	Destiny	Apr 88	6	
Yie Ar Kung Fu	Imagine	Mar 86	8	
Yogi Bear	Piranha	Jan 88	8	
Yogi Bear And Friends...	Hi-Tec	Feb 91	47%	
Yogi's Great Escape	Hi-Tec	Jul 90	42%	
Young Ones, The	Orpheus	Jun 86	7	
Z				
Z	Rino	Oct 87	7	
Zacaron Mystery, The	Players	Apr 87	7	A
Zenji	Activision	Dec 84	6	
Zenji	Firebird	Oct 87	3	RR
Zig Zag	DK'tronics	Jul 84	5	
Zogan's Revenge	Compass	Oct 92	9	A
Zoids	Alternative	Aug 92	30%	RR
Zoids	Martech	Mar 86	9	M
Zolyx	Firebird	Jun 88	5	
Zombi	Ubi Soft	Apr 90	77%	
Zombie Zombie	Quicksilva	Feb 85	6	
Zone Trooper	Gamebusters	Apr 89	2%	
Zoot	Bug-Byte	Jan 86	7	
Zorro	US Gold	Apr 86	8	
Zub	Mastertronic	Feb 87	7	
Zulu War	CCS	Jun 87	7	S
Zynaps	Hewson	Aug 87	8	
Zythum	Mirrorsoft	Dec 86	4	

Well, there you go. Not every single Speccy game ever, but every one YS has reviewed. (And a bit of the hardware as well.) And why did Leigh do it? Because he was 'bored with Philosophy at college'. Blimey. We're lost for words at such senseless dedication. So here's a final pic of Diana Rigg. Arf.



THE GRAND CHAOS PLAY-OFF

It was the event of, er, the evening. Eight top-class *Chaos* players, drawn from the ranks of YS, competing in a Grand Play-Off. No quarter asked or given, the last man left alive declared the winner. The idea had been simmering for months, but, at last, a day was found when all the contestants could attend. Andy had bought an enormous bag of crunchy snacks, and a complete collection of The Sweet was poised beside the tape deck. At the appointed time, the contestants arrived. **Rich Pelley**, flown in at vast expense from his luxurious summer hideaway, constantly pointing his best side at Andy O's camera, even though the lens cap was still on. **Steve Anderson**, from whom no *Chaos* cheat or advantageous bug was safe. **Craig Broadbent**, who had that very month supplied a comprehensive list of helpful notes to Tipshop, but who hinted that not all had been revealed. **Chris Buxton**, who had picketted the Shed immediately upon hearing about the competition, chanting loud slogans and revealing trivia about the Ultimate programmers in an attempt to prove his Speccy-owning credentials. **The Ed**, who had rashly announced himself to be 'officially the world's best *Chaos* player' and had now to earn that title in mortal combat. **Jonathan Davies**, who dimly remembered playing *Chaos* once in 1987 but who was confident of foxing the others by not quite knowing what he was doing. **Jeff Braine**, +3 Musketeer and 'a bit of a wiz' as he comically described himself. (How we laughed.) And last, but by no means least, Britain's Number One Gameplayer **Stuart Campbell**, who had completely forgotten about the competition and had gone home to wash his hair. So we used Stephanie, the YS rubber shark, instead.





In *Chaos*, you can run, but you can't hide. Well, you can't really run that much either. But anyway, here's the state of play after the first turn. Er, nothing's happened. Basically.

The rules

Chaos in a nutshell: it's one of the Speccy's best ever games • It's a take-it-in-turns wargame with magic • It features up to eight wizards chucked into a closed arena and left to get on with it • It sports monsters, spells, magic attacks, magic defences, the undead, bonus spells, illusionary creatures and, er, stuff • It's outrageously good fun • It's been on the covertape twice. (Issues 57 and 89, fact fans.)

Due to the numerous cheats available to the experienced *Chaos* player, a complete ban on cheating was instituted. No 'moving away from an attacking monster by attacking an empty adjacent square'. No 'gooey blobbing an illusionary creature then killing the blob to make the creature spookily real'. No 'undead wizards on horseback'. (And so on.)

The preparation

After ringing Stuart and mocking both him and his wet hair down the phone lines, the contestants drew lots to decide the order of play. And lo, it was as follows: Craig (top left), Jonathan (top middle), Chris (top right), Rich (middle left), the Ed (middle right), Steph the shark (bottom left; a Speccy-controlled player), Steve (bottom middle) and Jeff (bottom right).

Craig was delighted with his position, as he could move his creatures before everyone else's.

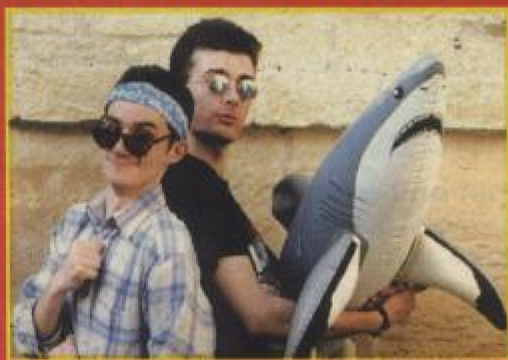
The game begins

The first couple of turns were uneventful, with each player taking care to build up their forces, except for Craig who, before he could exploit his superior mobility, was instantly killed by Rich's newly-created wraith. (Oh dear.) Jonathan failed to cast a creature at all, and was reduced to standing quietly at the top of the screen, hoping no one would notice him. Chris slunk into a magic castle, the Ed conjured a pair of wraiths and Steve awarded himself a magic shield. Jeff, feigning distress at his poor selection of spells, successfully cast a giant and began chasing Steve into the corner of the arena. Steve was saved by Jonathan, who more or less accidentally subverted Jeff's giant to his control and tried bringing it back to act as a bodyguard. The Ed

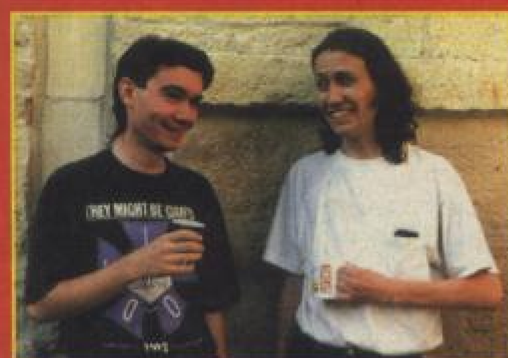


Chaos takes a while to 'warm up' (except in this case, where Craig was killed instantly). But usually, you have to wait a bit for the monsters to reach each other. Eek.

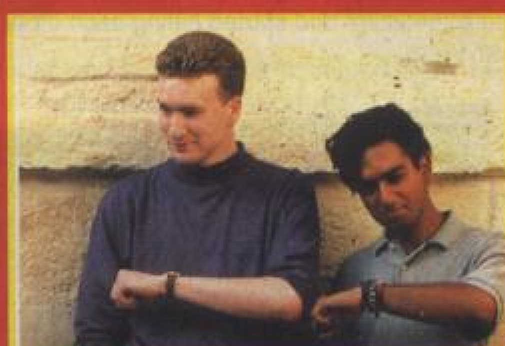
GET ON BOARD WITH THE DOUBLE DECKERS!



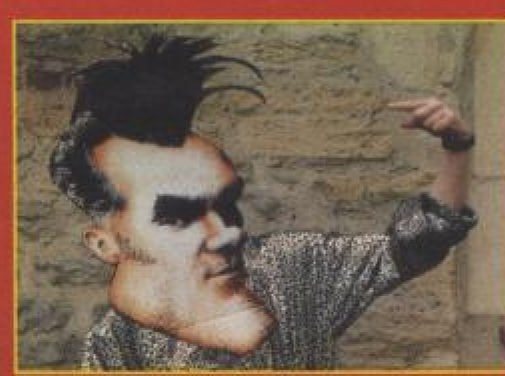
Names: Chris, the Ed and Steph the shark. AKA: Captain Bandana and Reflective Specs Bloke (and Steph). Ambitions: To be a WWF tag-team (and Steph).



Names: Craig and Steve. AKA: The Irritatingly Temperamentally Well-Balanced Boys. Ambitions: Craig wants to be a speedway driver. Steve doesn't.



Names: Jonathan and Rich. AKA: The We Didn't Really Want To Be Here At All All-Stars. Ambitions: To go home soon, please.



Name: Stuart 'I Was Washing My Hair' Campbell. AKA: Sorry, I Was Washing My Hair And Forgot To Turn Up Until It Was Too Late To Join In The Game. Ambitions: To live this down.*

*Jeff brilliantly arrived too late for a photo.



Rich's wraiths (as Rich's wraiths were known) were set to dominate the central area at this point. You're a lost soul once a wraith gets on your tail (madam).



'Wa-hey!' said Chris, whipping off his sunglasses and bandana and sitting down at the hurriedly-polished Speccy table. 'I think I'll just prod this key in an expansively pantomimic manner worthy of a silent film actor told to pull out all the stops.' But, unknown to him, the others had lined up in unconvincingly belligerent poses, with hilarious consequences.

decided to hang about by Chris's castle on the quiet side of the screen, conjuring a centaur in order to make a quick getaway if something went wrong. Observers noted that things were about to start 'happening' in the centre of the arena, where everyone's creatures would have to pass in order to get to each other.

Plot and counterplot. Oh, and some violence

Jonathan finally succeeded in creating something – a gooey blob. Chris, confident of having seen through the Ed's clumsy trick, disbelieved his centaur, but it turned out unfairly to be real. The universe was now noticeably Chaotic, and everyone looked knowingly at Jeff when he cast a (lawful) lion. Chris stayed put in his castle and Rich sent his forces after Jonathan's giant, as did Steph. Jonathan showed a dispiriting lack of confidence in his hijacked minion and began edging away from the conflict. Steve cast a king cobra and sent it towards the battle in the centre of the arena, shouting things like 'Prepare to taste the fangs of justice!' Nobody had the heart to tell him the cobra was an utterly crap monster. Meanwhile, Jeff's suspicious lion was charging after the Ed. But! Just as it reached him, Chris disbelieved it. Did this mean he'd run out of spells already? The Ed started puzzling out a complicated series of logical deductions as the others created a few more monsters and started hitting each other with them.

Suddenly, Chris's castle disappeared, leaving him faced with the Ed's bow-wielding centaur, just as the Ed deduced he was defenceless. Tragically mistaken, he attacked, only to be repelled by a debilitating lightning bolt. Chris sauntered into the corner and said, 'Come on if you think you're hard enough.' Meanwhile, Rich's wraiths made short work of Steph's spectre and started on JD's giant. Steph retaliated with her other undead minions, but failed to kill it. Steve's cobra finally made it to the battle and attacked the giant. Jeff hid in the corner. A few more creatures sprang into existence, and the Ed, keeping Chris pinned down with a hail of arrows, failed to notice Jeff casting a gooey blob at him. In seconds the blob had spread, devouring him! Craig applauded enthusiastically.

JD's giant started laying about it with a big stick, and Steve's cobra was trodden on. 'That snake was a bit crap,' he complained, but before he could get over his grief, his bear was attacked by Steph's legions of undead. (Well, pair of undead.) His ghost rushed to the defence. Jeff's blob started to grow. Things were indeed 'happening'.

In the time before Monkey, chaos reigned, or something

Steve and Jeff traded magic bolt blasts. Jonathan, making up for his early underachievement, cast another giant and foiled Chris's getaway plans by killing his unicorn with a rampaging ogre. Chris retreated once more into the corner, uttering oaths, but not too loudly in case Jonathan heard and attacked him. Rich was now attacking anything that moved, regardless of strategic importance, confident that his undead creatures could win the day. The universe went Chaotic big-time. Jeff's blob spread in a frightening fashion, and Steph conjured a hydra. Suddenly people were walking pointedly in the other direction. Everyone, that is, but Steve (who was in the corner anyway). 'Toast in the fiery flames of righteousness!' he cried, and cast the dreaded magic fire spell, which failed. 'That magic fire was a bit crap,' he complained. Rich's minions slugged it out with JD's giants, while Steph's hydra rotated like a blubbery radar dish before settling on Rich. The others cheered up a bit (except for Steve) (and Chris, who was now surrounded by Jeff's gooey blob).



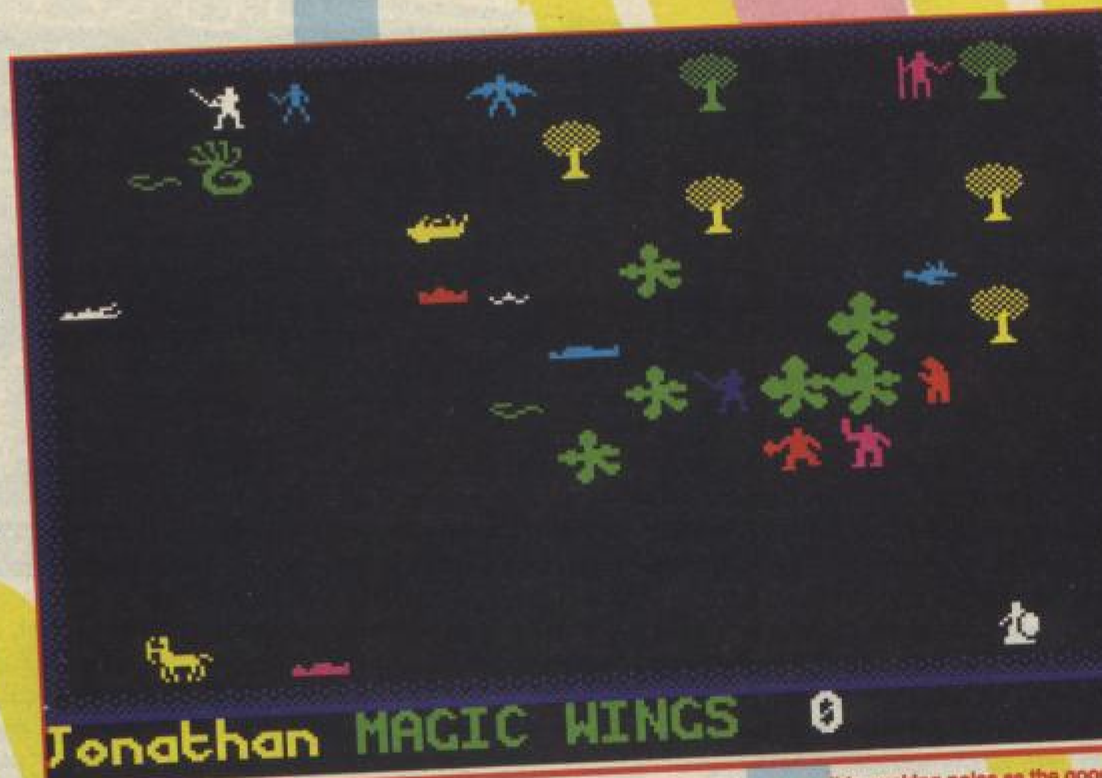
Throwing caution to the winds, Steve attacked Jeff, but failed to kill him. Jonathan created a zombie, Chris failed to subvert JD's ogre and Steph created a ghost. Every Law spell now had a casting probability of under 40%, and Steve was stuck with loads of Law



This was the point when it looked all over for Chris. An ogre on one side, a ravenous gooey blob on the other – 'Yikes!' he was heard to say, with some justification. And 'Yim film wobbly carpentry.' But that wasn't justified at all.



spells. 'That Steve was a bit crap,' he complained in an hilariously confused fashion, before blasting Jeff off the board with a magic bolt, much to everyone's surprise (including his). Chris was suddenly reprieved as Jeff's gooey blob vanished along with him, but before he could wipe his brow in an exaggerated fashion, JD's subversion-proof ogre killed him. 'Poetic justice, or something,' consoled the Ed. Steph threw everything she had at Rich.



It's carnage here, Bob. Bodies are littering the arena, and behind me I can hear ta terribly sucking noise as the gooey blob slithers over another victim. Actually, that's a rather loud terrible sucking noise. Alarmingly loud, in fact. (Looks.) Oh heck. Er, this is Jim Dixon, CTTNBNWKWNTN News, moving in the general direction of away.

The tension mounts

A round of disbelieving proved everything left in the arena was real. Rich's wraiths killed both JD's cobra and zombie, but Rich himself was in trouble. Besieged by Steph's undead creations, he called his wraiths to him and battled for his life – but Steph 'Justiced' him in an entirely gratuitous manner and his bodyguards vanished. Craig and the Ed and Jeff applauded enthusiastically. Stirred into action, Rich killed Steph's cobra, moved out of the corner, turned in mid-flight and blasted a ghost. Steph's remaining minions battered away at him, but! he emerged alive! (Phew.) Meanwhile, Steve's forces tripped merrily towards the centre of the screen. 'He who controls the centre, controls the arena!' he argued unconvincingly. As Rich fought against overwhelming odds, Jonathan cast a magic wood and hid inside a tree. Steve's forces reached Jonathan's and a small fight broke out. Then, just as Rich seemed down for the count, he took a chance and cast magic wings. And – blimey! – it succeeded. With a leap and a bound, he was free. Undaunted, Steph's creatures plodded after him. The Ed helpfully advised Rich to give up now, because in about three turns' time he'd be trapped between the trees of JD's magic wood and Steph's relentless hydra. At that moment, Jonathan received a new spell, and his protective tree disappeared. He was defenceless. Steve's band of marauders trotted off in his direction. Jonathan, in a moment of panic, cast another magic wood, reaping an entire extra tree. The Ed helpfully advised him to give up now, as in about three turns' time he'd be caught by Steve's creatures. At that moment, Steve changed his mind and headed for Steph. Rich attacked the rubber shark with Vengeance (similar to Justice) and the quick-getaway centaur she was using vanished. Rich taunted, 'I'm a rider at the gates of dawn, and I take no prisoners!' Andy put down the camera and started swapping quips from The Young Ones with him. But – oh no! – Steve's attack on Steph's position had been a feint! He was really moving to outflank Rich! (The excitement was unbearable.) JD hid in his tree as Rich attacked it furiously. Steph's remaining creatures closed on Rich, with Steve's bods moving in from the other direction. A classic pincer movement, or something.

Finalé

JD conjured a giant. 'Ha! Obviously an illusion!' bellowed Rich, disbelieving it. But, horrifically, it wasn't. As the giant beat up Rich, JD's tree disappeared, leaving him with a crap new spell and no defences. Rich seized his chance and attacked, but the wily Jonathan dodged and his giant mercilessly finished off the plucky heartthrob. Craig, the Ed, Chris and Jeff applauded enthusiastically. Meanwhile, elsewhere, Steph and Steve turned on each other. But it was obvious the game was over – Steve's gooey blob had halved the screen, and the others stuck to their corners to avoid it, hoping the time limit would run out before it untidily swallowed them up. After a bit of argy-bargy between Steph's and Steve's minions, the final whistle blew. Lawks a lordy, the contest was a three-way tie.

Final result

Craig – wraithed
Ed – blobbed
Chris – clubbed
Jeff – zapped
Rich – squashed
Jonathan – ducked
Steph – dodged
Steve – robbed
Stuart – washed



Jonathan, Steve and Steph shared the prize (an impressive certificate in which Jonathan immediately found three spelling errors). Rich was voted Wiz Of The Match for his sterling performance under heavy fire, and Steph was praised for her fine use of tactical play. As the group decided to go to a pub and tell endless *Chaos* veteran anecdotes, the Ed sprang to his feet and suggested a rematch.

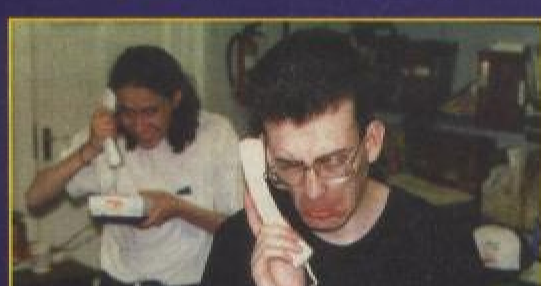
The rematch

Too late, they'd all gone to the pub.


The trouble with gooey blobs is that you daren't try to hack them up when they're this big – they'll just, er, blob you. So do a Monty Python and run away! Run away! (Etc.)

HELLO? HELLO?

Comic japery abounded during the Grand *Chaos* Play-Off. Well, just one joke was played, actually. (But several times.) It consisted of one player targetting another by waiting until the victim's turn came around, then calling him by internal phone. The victim's concentration was then shattered as he answered the call, only to hear a fiendish cackle from the other end of the line! How we laughed (especially as everybody ganged together and targetted the Ed.)


What a rogue that Steve is, eh, readers? But – oh no! – the Ed's retaliated by vowing never to bring back the Launderette. Lucky the mag's closng. Hurrah! (I think.)

Well, I suppose I should really say something profound in this space.

LETTERS



All letters win their writers a share of whatever's left in the YS Shed!

Hallo. This last edition of Letters is a bit spesh. After reading the announcement last month that YS was to close, you sent in letters of condolence/damp-eyed reminiscence/fightin' talk by the bucketload. The results of all this are (a) the Future bigwigs have gone into hiding for fear of repercussions from amazingly loyal YS fans, and (b) a spesh edition of Letters where you get to read what other yous think of us. Or something.

I've grouped the letters together in various categories and refrained from poking fun at them (quite as much).

Our first category is the frankly unbelievable 'YS Saved My Life. Sort Of.' Here, readers discover the amazing healing powers of YS after suffering some terrible disaster.

HA! HA! HA!

I have an amusing story that involves YS at some point. About a month ago, my sister got a huge box of chocs for her birthday. One day I got home from school and found that our dog had scoffed the lot. Ha! Ha! Ha! Then I read YS.

C Jones
Silver End, Withal

That's quite believable, actually. Sorry. **Ed.**

ON MY BUTT

In February of 1991, I was on a skiing holiday with my old school. The entire thing was crap and we were swindled by our travel agents and refused admission into our plush hotel. We ended up in an incredibly crap wooden hotel that had a pervy garage owner next to it. The food was awful, the skiing a nightmare and I had – putting it in the nicest possible way – a blimmin' miserable time. In the end I feigned back pains and stayed in the resort while all the other mugs went slogging their way up a huge mountain.

And what was it that saved my mental state and made the last day of the holiday the most enjoyable? It was, of course, Your Sinclair. Yessir, I spent the entire day sat on my butt, eating heaps of chocs and reading ish 63 of the greatest mag in the world.

Ian Armer
Preston, Lancs

That's getting a bit stranger, but still falls well within the bounds of credibility. Excuse me for doubting you. **Ed.**

SALVATION ARMY

While rooting through my old comics I found this. YS – the 'Young Soldier' – is the Salvation Army's yoof mag. Have they permission to use the name?

William Goodwin
Litherland, Liverpool

No, they've not. Confidentially, we'd sue, but they'd probably call down the wrath of God and destroy us all with the fiery breath of divine vengeance, so this had best remain our secret, eh? **Ed.**



Ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha (etc).

BIT OF STRING

I was on a hiking holiday back in 1989, and, naturally, I took a supply of YS back issues to keep me amused during the nights. Now it was really hot, and I had to wear a hat to keep the sun off. But! One day my hat blew away. Luckily – hurrah! – it was YS to the rescue, saving me from sunstroke and sunburn and some other ailments connected with le soleil, because I unfolded ish 57 and, using a bit of string, tied it over my head. And it worked! I was able to carry on until I could get another hat. Amazing, eh?

Paula Grigson
Dudley

I'd been inclined to doubt your word, but elements of the story ring true. I beg your pardon. **Ed.**

WORLD WAR ONE

You asked for stories connected with YS. Well, my granddad fought in World War 1, and if it hadn't been for a rolled-up copy of YS in his breast pocket, that sniper's bullet would have killed him. Funnily enough, he met the sniper after the war, and they became great friends due to their mutual admiration of Your Sinclair.

Freddie Wells
Canterbury, Kent

Stop lying. **Ed.**

And now! Our second category, the 'What Happened When I Found Out YS Was Closing.'

ANGUS'S DAD

I was dragged out of John Menzies screaming 'Zucchini', uncontrollably. After a course of therapy, I've now calmed down enough to make these points. Firstly, your Oh, Sweet Mystery Of Life corner. Is Mike McRoberts' 3D Life game *3D Spore Eating Sim* by Codies, a game that was never released but somehow found its way into Mike's hands? Or could it be the legendary *3D Spore Eating Game* by Imaginarysoft?

Secondly, I've managed to determine the identities of the characters on the cover of ish 92. From left to right they are Sweevo, from *Sweevo's World*, wearing a *Sabre Wulf* suit; Angus's dad from ace cartoon The Family Ness; and Ziggy from *Backpackers Guide To The Universe* wearing someone else's space helmet.

Justin Williamson
Kirkintilloch, Glasgow

We'd sort of come to the conclusion that either Mike McRoberts was indeed thinking of Spore by Bulldog,

and had mistakenly thought the game to be 3D, or else he was joking. Tch, eh? **Ed.**

SHOCK NEWS
When I told my two boys Danny and Dean and my wife Janis the shock news, she said, 'You're not crying, are you?' No, I was weeping.
Terry Adams
Hillingdon, Middlesex

Sob. **Ed.**

WATCHING AN OLD FRIEND DIE
YS is closing. I feel as though I am watching an old friend die. I shall miss you all very much.
Paul Warr
Bolton, Lancs

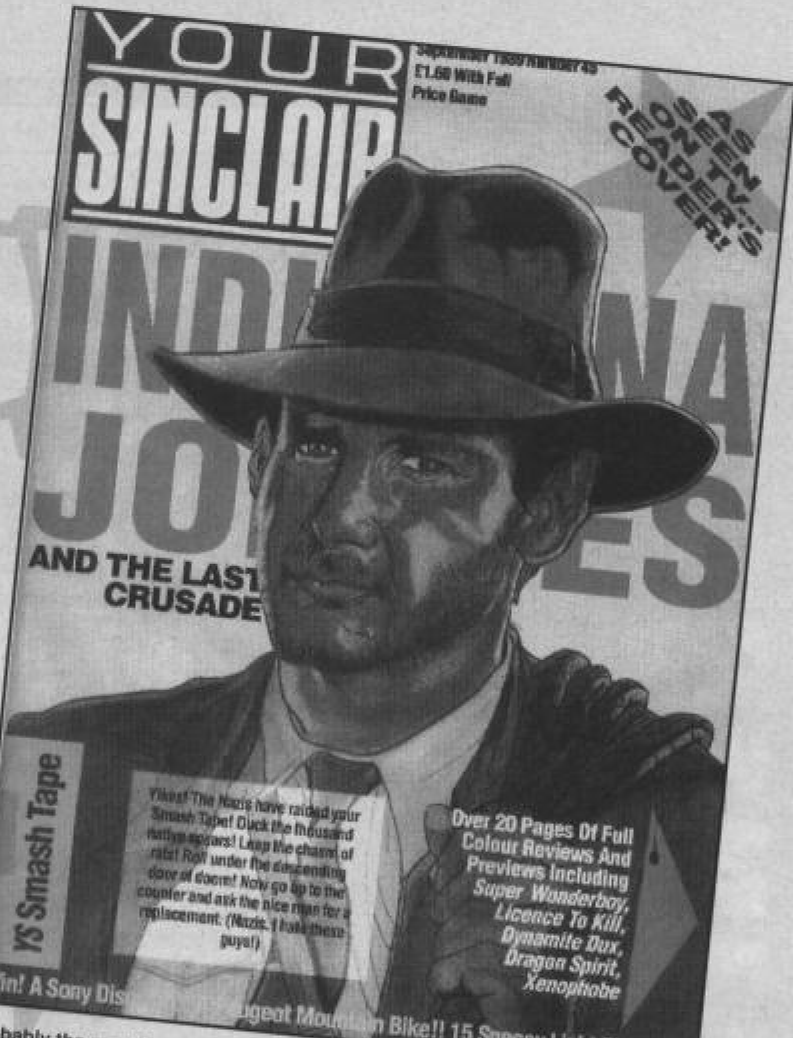
Blub. **Ed.**

And now, folks, a quick 'YS – So Much Better Than Several Other Magazines I Could Name' letter. (For purely medicinal purposes, you understand.)

HE SEETHED
When I showed a copy of YS to a Gameboy and C64-owning friend, he seethed with jealousy at the whimsical humour and lack of hip pretensions, ie at no point does anyone say 'doh!', 'get a life' or 'sad'.
Mark Sturdy
Wetherby, W Yorks

Hurrah! **Ed.**

And the final category. The eminently blubworthy, 'I First Discovered YS In...' Memories, eh? Good job we've got 'em or we'd all be forgetting how to put our trousers on in the morning.



Probably the most famous YS cover of all time. In fact, it was such an important event in the mag's history (getting on TV and everything) we won't even point out the slightly odd eyes. (Your secret's safe with us, Wayne.)

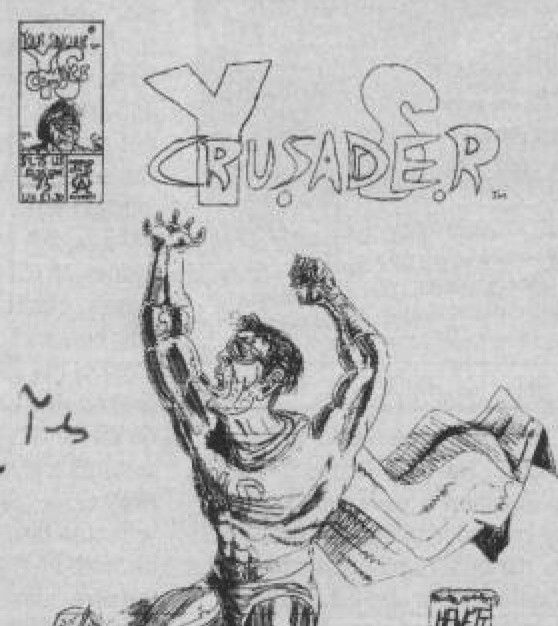
DEWY EYES
I have been an avid YS-er for the past seven years and it is with dewy eyes that I type this missive. I'll miss YS and all the different characters associated with it. You've done us proud to last as long as you did. Actually, I've a confession to make. I'm a ghost member of the YS team! (Sort of.) I've had loads of maps 'n' things printed in Tipshop, but! my greatest claim to fame is that I designed the first (and last) reader's cover for YS way back in the mists of time (ie September 1989). I was the lucky person who won the YS/Ghost Train compo and had my piccy of Indy Jones staring out of the nation's mag shelves. And I've been friends with your review bod Philip Kiernan since I was nine years old! See, I'm practically married to YS! Almost.
Wayne Horan
Ballinderry, Co Westmeath

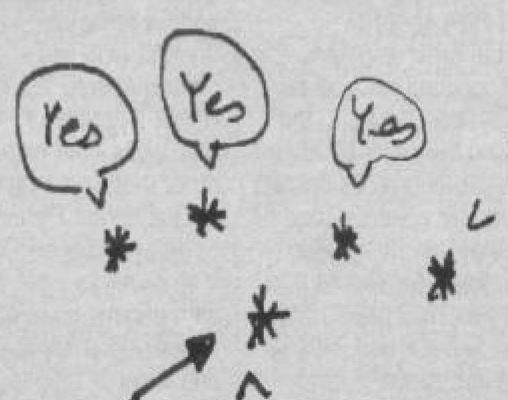
Ah, YS on national TV... playing opposite a rubber sheep. Erk. **Ed.**

DOODLEBUGS



For the final pair of doodly Doodlebugs, here's an elegaic pic of YS Crusader by Ian Hewett, and Alan Miller's Rebelstar – the funniest thing since the notorious Midnight Resistance. Ha ha ha! (Etc.)





SMALL



PRINT

It was the innuendo and rude bits that drew me to YS.
Kevin Dawson
Perth, Dundee
And now you've matured, I trust you can recognise the clever irony at the heart of every one. **Ed.**

Words like 'wibble' and 'hatstand' are now part of my everyday language. Wibble. There, see? Hatstand. And again! Dear oh dear. Zucchini! (I'm incorrigible.)
Gareth Trenchard
Barry, South Glamorgan
I wish I'd never come up with the zucchini thing. People keep ringing up and saying, 'Zucchini', and I can never remember how I'm supposed to answer. ('No thanks, I'm trying to give them up', fact fans.) **Ed.**

Alas, it is no longer fashionable to own a Speccy, and as Alan Miles once said, 'Computers are part of the fashion industry.'
John Teore
Ramsey, Isle Of Man
Eventually, there will be a revival in computers, as has happened with music. Really trendy people will think the Speccy is the 'in' thing, and old rubber-keyed jobs will sell for hundreds of pounds. So store them well, folks! **Ed.**

Now that YS has gone, I will put all my issues and games in a box along with my +3 and put them all in the attic. Maybe in the future I will find the box and let the memories come flooding back.
Anthony Austin
Maidstone, Kent

But say you're 96, and you find the box, and the Speccy still works! You'd spend the rest of the day playing all your games. But – oh no! – you'll have forgotten about the bugs in Jet Set Willy and you'll die of a stress-related disease attempting to climb The Banyan Tree. Far better to bring the box back and play 'em now, eh? **Ed.**

BOUNCY THING

I've read YS since the beginning of 1987, when I got my first Speccy. Many a time have I sat square-eyed in front of my 14-inch TV playing the YS covertape games, from issue one's *Rasputin* demo to ish 92's *Playdays* demo. I've still got all the free gifts, from the Push Off Indy Jones door hanger to the YS tape head cleaner. Even the *Jack The Nipper 2* bouncy thing, which is immensely useful for, er, bouncing.

We'll miss all the famous YS characters like Ernie The Psychotic Madman, Farty The Warthog, Bert The Stick Insect and Whistlin' Rick Wilson. Who could forget the time when Phillip 'No, I'm not the one with the gopher, I'm a serious actor' Schofield played 'Hold My Hand Very Tightly (Very Tightly)' on Radio One? (Cue blubby Hovis flashback music.)

When Wally Week and Sabreman ruled cyberspace, and Virtual Reality was something that happened after two pints of cider, that was when YS really started. (Eeee.) Ah, memories: the controversy over the Vixen cover. The big move from Rathbone Castle to the YS Shed. The trips to various theme parks and seaside places under the pretence of reviewing arcade games. Then, more recently, Matt Bielby's dramatic retirement due to raging insanity. Gosh, I'm waffling on a bit, aren't I? Oh well, never mind. YS is, has been and always will be the most un-crap magazine ever, in a funky skillo sort of way of course, and don't let anyone tell you otherwise. By the way, where are my Star Letter games, you basts?

Steve Lake
A Microsoft Mail centre in Henley

NICE 'N' SPICY NIK-NAKS

It's amazing how time flies, isn't it? My first ish of YS was the April 1991 one, and no way does that seem like two-and-a-third years ago. That was quite a memorable ish. It was Linda's first Tipshop, the first Mag 7 covertape. In the little black box at the bottom of the contents page, Andy 'Hippy' Ide was the big Ed., Linda was staff writer, James 'Stud' Leach was Games Ed. and Sal 'Very nearly popped' Meddings was Art Ed. Little Andy O was still Design Assistant and you were still Jon Pillar. Rich Pelley died from a fatal overdose of Nice 'n' Spicy Nik-Naks in the last ever Crap Games Corner and there was something called How 2 Hack which I didn't even attempt to understand. Also, Jonathan Davies wrote a poem about apple pie and went on a photo story date with two women who obviously hated him. It was also the ish where James wrote the worst review of his life – he Megagamed *Toyota Celica GT Rally*, and it was crap. I wasted £11 on it!

There were the results of the Readers' Top Five Games Of 1990, too. *Rainbow Islands* won, with *Sim City* in second place. *Delta Charge!* was the duffer of the year. All in all, it was a bit of a stonker of an ish.

Thomas Adams
Erith, Kent

Toyota Celica GT Rally, eh? Ah well, you see, your problem was impulse buying. You should have curbed your impatience and waited for the definitive YS review, and... er, um, damnation. **Ed.**

TRAINSPOTTER



DON'T ARGUE

I'd like to point out that in ish 92's reprint of the YS Top 100 Games Of All Time, you missed out number 25. My suspicions were first aroused when I noticed you had 101 games, but an obviously even number of entries. Number 25 should, of course, have been *Manic Miner*. And don't argue or try to get out of it, because I wrote the original article.

Stuart Campbell
Amiga Power, Bath

Oh blimey. Why didn't you blimmin' readers spot this? Anybody but Stuart! Oh, the embarrassment. Er, okay, you've got me. Have a trainspotter award. Well done. (Hope you choke on it.) **Ed.**



TRAINSPOTTER AWARD

This is to certify that STUART CAMPBELL *is the recipient of a Trainspotter Award for indentifying a 'right old clanger' in the celebrated pages of Your Sinclair.*

Signed [signature] *Date* 12/7/93

At last! Revealed in all its glory! The Trainspotter! Yes, that elusive certificate, so long unawarded, has finally been claimed, by Stuart Campbell, no less! (Damn his eyes.)



A big picture of ish 64's cover in order to fill up space! (Nope, I just can't see the attraction of this truth in captions idea.)

I'M FROM CARDIFF

Your 'Your Sinclair – It's Crap! (In A Funky Skillo Sort Of Way)' Sinclair has been a huge (no, a heeeeyooge) influence and part of my life. I can remember (cue nostalgic American sitcom father-figure laugh) buying my first copy of Your Spectrum nigh on nine years ago (when I were a lad). Eee, and right good it were, too. (Don't know why I'm putting this Hovis voice on for; YS isn't that old, and I never rowed across t'lake to get a copy. Plus, I'm from Cardiff.) But anyway. No doubt you'll get loads of letters wibbling on about the Eds, but what about the unsung heroes of YS? How about Nick Davies, eh? That artist guy who started with Your Spectrum, drew most of the Joystick Jugglers, the Trainspotter and the other pictures on the Letters bit, numerous compo pictures and lots of covers. Good ol' Andy O *(Ol'? Andy)*, much insulted with crap bike jokes (or should that be 'crap bike' jokes?). Andy – keep the bike, man. And JD, and Rich 'Mr Flares' Pelley, and all those other bods. Sigh.

Well, this is it. With a lump in my throat, and a thoughtful tear of mourning in my eye, I don my black armband and sign off. I'd like to say a big 'zucchini' to you all.

Ian Hewett
Penllergaer, Swansea

And there you go. A selection from the enormous number of supportive lets that came crashing through the Shed door these past couple of weeks. Sniffy thanks to everyone who jotted down their mems of YS. We love you all. Oh, this is getting all uncharacteristically sweet and pleasant. (Curses.) Quick! Cue a final, gratuitous 'Speccies Are The Best Computers In The Whole Wide Universe' letter! (Phew.)

STREET FIGHTER 2

I first bought YS when I was 11. The suspect jokes about joysticks and so on were ideal for my primitive, undeveloped little mind. Anyway, for my first (and last – sigh) useful contribution to YS, I would like to reveal a couple of POKEs that give the Speccy the edge over every other machine at the moment. Yes, it's the *Street Fighter 2: Champion Edition* Multiface POKEs Spesh!

In order for both players to play as the same character (including the bosses), just clip on your Multiface and enter `POKE 37792, 0: POKE 38254, 15`. Wowee, eh? The only prob is, you have to load the same character twice, using that Multiload From Hell. But! As a bonus, here's an infy energy POKE as well! `POKE 41314, 255`. Hurrah!

James McKay
Paisley, Renfrewshire




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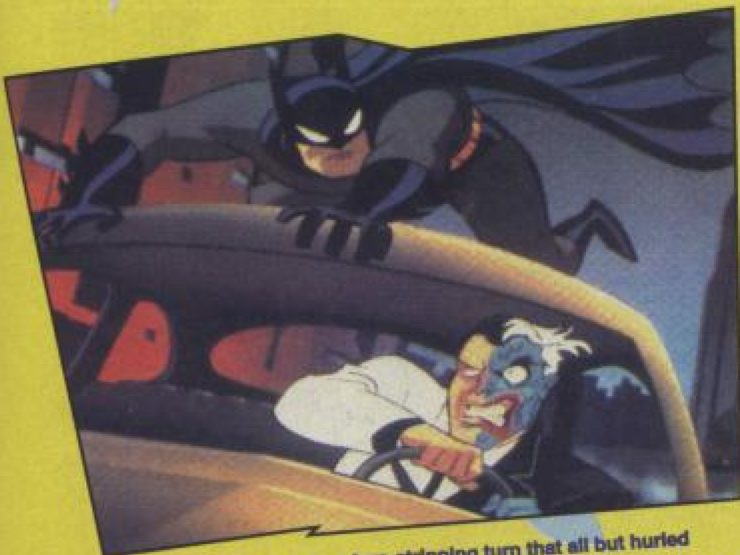
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YS

KILLER KOLUMN FROM OUTER SPACE!

BATMAN RETURNS AGAIN

The next big screen version of **Batman** will be slightly different. Sort of flatter, and more, well, cartoony. Why? Because it'll be a movie version of the excellent animated series. Kevin Conroy will be voicing Batman with Mark 'Wasn't I in something really big once?' Hamill doing the throat chores for The Joker.



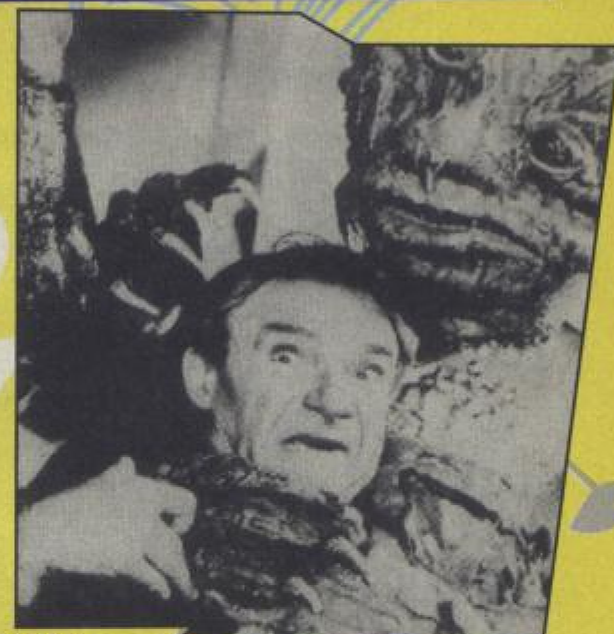
Two-Face threw the car into a tyre-stripping turn that all but hurled Batman from the roof. Clinging on with every ounce of strength, the Caped Crusader managed to advise, 'Mirror, signal manoeuvre.'

GREEN LIGHT

Another superhero headed for the big screen is **The Green Hornet**, currently in production from Universal. Steven Spielberg's Amblin Pictures, meanwhile, are considering a script for **Plastic Man** (a tad more morphing effects on the horizon methinks).

HOPELESS LOST

No, that shouldn't be hopelessly lost, I'm talking about **Lost In Space**, which is, you have to admit, hopeless. And guess what? It's being made into a film. What have we done to deserve this?



'And I thought vegetables were good for you!' quips Dr Zachary Smith as he is crushed to death by a rampaging alien being. Luckily the robot intervenes in a later scene.

LIKE A PHOENIX...

Look I know it's the last YS, and I should be upset and doing something corny like quoting the last lines from my favourite films but, well, I've actually got some good news. **DOCTOR WHO IS COMING BACK!** Yep, it's true. In November the Doc will be back on the Beeb, apparently in a one-off 90 minute special. If that goes well it could come back for good.

Rumours suggest that the Beeb are trying to get all the surviving Doctors to appear; in other words Jon Pertwee, Tom Baker, Peter Davison, the fat one *(Colin Baker was really good, actually. Ed)* and Sylvester McCoy. Though going on past form, it's doubtful that Tom will agree (but you never know your luck).

The significance of November is that it's Doctor Who's 30th anniversary (on the 23rd to be exact). So let's hope the Beeb go ahead and do it in style (though I wouldn't hold out much hope).



It's true! The Doctor will indeed be back on the Beeb. Provided nothing unforeseen happens, of course. Like, for example, a second coin being tossed but coming up tails. That sort of thing.

MORE US BILGE

Babylon Five, which, though it's set on a space station with a numbered suffix, was not inspired by Deep Space Nine at all, has just been commissioned for a full series by Warner Brothers in the US. The shows producers promise space battles the like of which have not been seen since Return Of the Jedi.

EVIL HARDBLOKE

Sam 'The Evil Dead' Raimi is directing a TV movie called **Hercules**, and two direct-to-vid sequels to **Darkman**. *(Hey! Let me tell you about Sam Raimi. Ed) (Snip! Everybody)*

WELL, THAT WAS FUN

It was for me, anyway. It's great wittering on about your favourite subject and getting paid for it. Ah me. Well, I'd say something witty and poignant, but **Invasion Of The Body Snatchers** has just started, so I'm off. *(Now there's a man with his priorities in the right order. Ed)*

Klaatu Barada Nikto! (Ahem.)

Dave Golder

The YS Complete Guide To...

SPECCY EMULATORS

Part Two

In which Simon N Goodwin continues his roundup of the computers capable of running Spectrum programs. Apart from the Speccy, obviously.

Emulators – the quick resumé. They're utilities (hardware, software or a mixture of both) that allow you to run programs on computers other than the one for which they were originally written. And although the computers running Speccy emulators may be more powerful than a Speccy itself, it doesn't necessarily follow they'll be faster. After all, it takes a lot of work for a 16-bit machine with a different processor and screen layout to think down to the Speccy's level! Amstrad (who own all rights to the Speccy) have recently indicated that they don't mind the use of the Speccy ROM in PD or shareware emulators, which has removed a major stumbling block for programmers.

In part one of the YS guide I looked at Speccy emulators for the PC, ST and Amiga. This month, it's the turn of the Amstrad CPC, Archimedes, SAM Coupé, Sinclair QL (and the QDOS operating system), Memotech, Einstein and TS-2068. And you thought Speccy games were just for Speccies!

C64

The humble Commodore 64 is nowhere near fast enough to emulate Z80 machine code convincingly. (Mind you, the Speccy wouldn't be any better at interpreting the C64's 6502 code.) Whitby Software have got around this problem by rewriting the ZX BASIC interpreter. I hear that their emulator runs pure BASIC programs well, but can't handle code.



Your Speccy, as seen by QL *Speculator*. (It's a bit tricky to use those handy Speccy keywords if you haven't got an annotated rubber keyboard.)

Amstrad CPC

The emulator redirects Speccy characters and graphics to the16K Amstrad screen, using four solid colours and stipple patterns for the rest. Programs that write directly to the ZX screen, as most machine code games do, have to wait for an emulator routine to copy the changes across several times a second. This slows things down and can cause extra flicker.

The main obstacle for the emulator is the size of the CPC memory – 64K. In fact, the emulator has only 24K of space – the rest of the CPC's memory is taken up with the ROM and screen. The emulator is fun for BASIC programmers, but not much use to gamesters.

Archimedes

A letter from Arnt Gulbrandsen of PC emulator fame (see last issue) confirms there is indeed an Archie emulator at large. Arxe Systems planned to release one ages ago, written by David Lawrence, but Amstrad said no. Apparently they've now changed their minds. Unfortunately, the only contact address Arnt gives for the emulator is an Internet site. (Some sort of plug for Dial Hard would seem to be in order here!) If you can connect to Internet, you'll find the information via anonymous ftp or fsp on site ftp.nvg.unit.no.

Memotech and Einstein

The first Speccy emulators were a mixture of hardware and software for mid-1980s British Z80 micros like the Memotech MTX and Telford's own Tatung Einstein. (Blank looks of surprise from the Nintendo generation!)

These emulators were designed by Tony Brewer, and used ingenious plug-in cartridges for sound and tape emulation. The snag was that Sinclair would not permit the ZX ROM to be used, so each new game required a special emulator file to update the screen and stand in for those routines.

Tony Brewer went on to homebrew a PC emulator card with onboard Z80A and Spectrum video circuits, but Amstrad failed to respond to his fax about ROM rights, and it never reached production. A sad loss.

TS-2068

Timex made hundreds of thousands of TS-2068s, most of which ended up in Poland and the USA. These licensed Speccy developments have a 24K ROM containing most of the 16K Speccy code and more besides, but the routines have all been moved. So Speccy games that call the ROM only run if the calls are changed. Later programs ignore the ROM altogether and use custom routines, but early classics like *3D Ant Attack*, *Fighter Pilot*, *Tasword 2* and *Vu-Calc* had to be specially converted. These were straight conversions, and did not use added TS-2068 features like the sound chip and 512 pixel wide

QL/QDOS

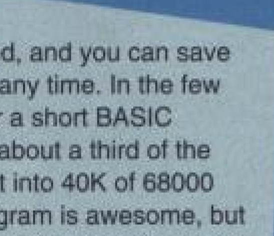
Sinclair's last great fling was QDOS, the multitasking operating system used in the QL and Thor ranges, and now on ST and Amiga. Version 3.20 of the PD Amiga QDOS emulator is the best yet, and can run many emulators itself. (Work that one out!)

QDOS users have fond memories of the Spectrum so ZX emulators abound, with seven so far in circulation. *Spectator* is the slowest but most compatible. The registered version supports lots of disk formats (but not tape loading) and can use the QL's second processor as a substitute 48K beeper.

Italy's Ergon team are the most prolific of emulator programmers – they've released four major emulators in little more than two years and are presently working on a 128K emulator. Their 48K suite – *ZM/1*, *ZM/2*, *ZM/3* and *ZM/HT* – read tapes through the Sinclair NET port, similar to that on Interface 1, and simulate the BEEP in the same way. Registered copies of Ergon's programs can also communicate by RS232, ZX NET, MGT and Opus disks. *ZM/3* multitasks and uses threaded code to save looking up Z80 emulation routines, making it faster but a little less compatible than *ZM/2* and the slow-screened *ZM/1*. *ZM/2* supports interface 1 and Microdrive emulation, and boasts a machine-code monitor in the registered version.

ZM/HT is the most sophisticated emulator. It compiles Z80 (Speccy code) to 68000 (QDOS code) as it goes along, taking self-modifying code in its stride! Even an 8-bit QL can run ZX software at reasonable speed once it is compiled, and you can save the compiled version at any time. In the few seconds while you enter a short BASIC program, *ZM/HT* scans about a third of the ZX ROM and compiles it into 40K of 68000 machine code! This program is awesome, but a tight fit on a 640K QL. With a first-class set-up (640K QL with 2 megabyte Gold Card and twin 3.2 meg floppy drives) *ZM/HT* runs rings around a real Speccy – but there's a price to pay. About £400, to be exact.

As mentioned last month, William James' *Speculator* runs under QDOS as well as on the Amiga A1200. To handle different disk formats, it includes converters for MGT files and PC and Amiga snaps. You also get *QSpec 2*, a kit of QDOS commands to print, and load, save and convert cassettes (including headerless files and hyperloads). *Speculator* is the only PD emulator supplied with a complete source listing (the original annotated program code): over 12,000 lines of 68000 assembler and a soupçon of SuperBASIC, so you can follow the program, marvel at how outrageously clever the programmer is, and understand just how he did it. Or at least make a pretence of doing so. Or, as they say, something.



The man – the machine – the legend – the odd beard. (Again.)

extra-high-res mode.

Many 2068 owners fit 16K Spectrum ROMs, at $20 apiece, to run ZX software without changes. Other options are a $60 plug-in cartridge that overrides the Timex ROM, or a dual-chip ROM switcher at $55. These prices come from an old Zebra Systems catalogue and may be out of date, but groups in America continue to support the 2068, and they'll be able to help.

Total Eclipse have just released version 3.0 of their +3 Amiga emulator, which actually emulates an Amiga on a +3. It's extremely accurate, printing a picture of the old Workbench boot screen, then giving a Guru Meditation error no matter what you do.

SAM Coupé

From the very beginning, the Coupé was designed to emulate the Speccy. In fact, SAM will run 48K Speccy games perfectly if you replace its ROM with a Speccy chip, but, as an alternative, there are a great many software emulators available. The bundled emulator, written when Amstrad were still keeping a tight rein on the ROM rights, uses elaborate routines to simulate the Speccy ROM without actually using any of its code. A utility is included to convert Speccy BASIC programs to SAM BASIC, which is twice to three times as fast as the original.

Most games will run under this emulator, but the problem is actually loading them – a chore, even with the bundled emulator's patch routines for various speedloaders, for the faster SAM processor upsets such protection that bypasses the compensating ROM code. Succeeding emulators have put this original program in the shade by using a copy of the original 48K ROM, supplied by the user to avoid any copyright problems.

Tape loading difficulties (the most common problem with all Coupé emulators) can be eliminated entirely with The Messenger. A hardware port utility, it sits between the Coupé and your Speccy. When the traditional little red button is pressed, the program running on the Speccy is frozen and squirted over to the Coupé through hardware, bypassing the tape system altogether.

Away from official MGT/SAMCo releases are the third-party emulators. SD Software's *Specmaker* adds a 360K RAM disk on a 512K machine. You can use this from SAM BASIC as well as ZX BASIC, swapping back and forth at will. SAM's extra keys appear to programs that call the modified ROM, and *Specmaker* can divert the Spectrum's LPRINT and LLIST commands to any SAM parallel port. It reads Messenger files, and the disk utility copes with Opus Discovery as well as MGT (+D/Disciple) disk formats. It copies files to the RAM disk where they can be used by the emulator routines.

Lerm's *SAMtape 4M* runs from SAM BASIC, but you can't break in to PEEK, POKE, or alter the colour palette. Instead there are menus to set the colours used by the Spectrum, enter Multiface POKEs and manipulate files. On the Spectrum side SAM's extra keys are implemented, and you can LLIST or LPRINT to your heart's content. Cassette loading is improved by *SAMtape 4M*, but is still not perfect. The Lerm program can load 48K MGT snaps, Messenger files, or its own .LRM format. The advantage is that snaps can be compressed to save disk space – the snag is that you can't convert them back to MGT format for other emulators. It also has protection against the dreaded Magic Button trouble (a hardware glitch means the Coupé break button sends a stream of interrupts instead of just the one) – you tap SYMBOL to restart the Spectrum or SAM after pressing it.

Kobrahsoft claim that *CD2* can 'transfer the majority of Spectrum tapes to SAM disk', but, as far as I can see, it's a pretty standard ZX ROM with snapshot and tape loading patches. *SC_Speclone*, from Steve Nutting, has its own CODE format for snapshots and a converter for MGT snaps. You can transfer data from the Speccy to the Coupé and back again with PEEKs and POKEs. It supports SAM keys and LPRINT, but not LLIST, from ZX BASIC. Other simple ZX emulators for the Coupé have been published by fanzines like SAM Supplement, Format and Outlet. The above are the only Coupé emulators I have, but there are many others – the majority PD or shareware, so you can try before you buy.

As an aside, to date no one has succeeded in automatically emulating a 128K Speccy, due to the very different ways that machine and the Coupé handle memory paging. (The Speccy moves blocks of 16K, the Coupe, 32K.) There is an anonymous source who has been converting 128K Speccy games to run on SAM by manually rewriting the relevant parts of the code, but this is highly illegal, so beware.

The Hobbit

Hobbits come from Leningrad. No, really. They're 64K Spectrum compatibles made with Russian static chips, plus copies of the ZX ROM and the old Beta disk interface. They're a bit faster than a real Spectrum (no video contention) and have some extra features, but run 48K ZX software. They're really a clone, not an emulator. Thousands have been made, but makers Intercompex have had little joy exporting them.

Sundry interesting and revealing items

If you've got a +3 or SAM you can run CP/M, gaining much compatability with Z80 computers, and most of the rest too. Check out ST, PC and Amiga PD libraries for CP/M emulators and programs, try *CPMulator* or *Success* on QDOS, or BG Services for SAM *ProDOS* and the pukka Locomotive +3 version. Then there are the ZX81 emulators, like *ZX-GT* on ST, *Xtricator* on QDOS, or *Xtender* on PC! Stop him someone, he's off again, anyone would think this mag was called Your Sinclair...

POST BOX

BG Services (PC/SAM), 64 Roebuck Road, Chessington, Surrey KT9 1JX.
Betasoft (CPC), 24 Wyche Avenue, Kings Heath, Birmingham B14 6LQ.
Kobrahsoft (SAM), Pleasant View, Hulme Lane, Hulme, Longton, Stoke on Trent, ST3 5BH.
Lerm (SAM), 11 Beaconsfield Close, Whitley Bay, NE25 9UW.
Qubbesoft PD (QDOS), 38 Brunwin Road, Braintree, Essex CM7 5BU.
Steve's Software (SAM), 7 Narrow Close, Histon, Cambridge CB4 4XX.
SD Software (SAM) 70 Rainhall Road, Barnoldswick, Lancashire BB8 6AB.
SJPD (QDOS), 36 Eldwick Street, Burnley, Lancashire BB10 3DZ.
UPDATE (TS-2068 etc), 513 E Main Street, Peru, IN 46070, USA.
TATORT (emulator bulletin board), Belgium; ☎ +31-50-264840; V22, V32, V42 (bis optional).

Comparison table

Emulator	SN	MDV	ZXD	ZXT	MOD	HR	EK	MT	Type	MA	Price
Betasoft	N	N	N	Y	24	64	Y	N	Com	CPC	£9.95
Ergon ZMs	Y	Y	R	Y	48/128	512	Y	Y	S	QL	£30+
Kobrahsoft CD2	Y	N	N	Y	48	256	N	N	Com	SAM	£10.95
MGT	Y	N	N	Y	48	256	N	N	Bundled	SAM	NA
SAMtape 4M	R	N	N	Y	48	256	N	N	Com	SAM	£11.99
SC_Speclone	R	N	N	Y	48	256	N	N	PD	SAM	NA
Specmaker	Y	N	L	Y	48	256	N	N	Com	SAM	£12.95
Spectator	Y	Y	R	N	48	256	N	W	S	QL	Unknown
Speculator	Y	N	L	Y	48	256	Y	W	PD	QL	NA

Key:

SN: MGT snaps.
MDV: Microdrive emulation.
ZXD: ZX disks. (Refers to BASIC, CODE and DATA file handling – not snaps.)
ZXT: ZX tapes.
MOD: Speccy model emulated.
HR: Host machine RAM required (in K).
EK: Easy keys – ie, you can enter keywords letter by letter.
MT: Multitasking.
MA: Machine required.
L: Load only.
Com: Commercial release.
PD: Er, PD.
R: Registered users only.
S: Shareware.
W: Windows manager required.

SAM centre



PREVIEW
EXODUS

It's not a joke. *Lemmings* is coming to the Coupé. Really. After long, complicated and immensely pessimistic negotations, Psygnosis have finally given the go-ahead for the cute and suicidal lems to trek stupidly over to the SAM where you can blow them up to your heart's content. Or possibly even help them to get home. Whatever slates your roof.

Who did what, when and to whom
Chris White (now come on, admit it, you were expecting him to pop up somewhere) started work on *Lemmings* even before Prince Of *Persia* was finished. Utilising the same method of programming (ie writing the blimmin' game then approaching the publisher to see if it was all right to write the game) he beavered away while everyone ooh-ed and aah-ed over *Prince* and diplomatically failing to spot the umpteen million bugs in it, a-ha ha ha. Taking his work-in-progress demos to various computer fairs and surreptitiously loading them up on the display Coupés, he managed to turn *Lemmings* into the best-kept worst-kept secret in SAMdom. Sample conversation between two Coupé owners: 'Hey! Have you seen the new game groovy ol' Chris White is working on?'
'What, *Lemmings*?
'No.' (Conspiratorial wink.)
Work proceeded apace (or very slowly) but the demise of SAMCo and then SAMTech left things looking very bleak for the lems. (Apart from the whole idea of them falling off cliffs or being drowned or blown up, obviously.) But then! FRED Publishing, of, er, FRED fame, stepped in and began the long, slow (or apace) process of gently approaching Psygnosis and seeking permission for something that had already been done. And, a mere clump of months later, they've succeeded. Psygnosis have said a big, hearty 'yes!', Chris has been stuck with pointy objects in an effort to get him to work fast enough to meet the September release date, and Coupé owners needn't engage in convoluted handshakes before revealing they know of the game's existence. Hurrah! And, in fact, hurrah! again. (Gosh, we're excited.)



Not everything's in place yet (the clock's more a sort of co-ordinate tracker thang for the programmer) and it's still very slow with lots o' lems on-screen, but wow! eh?



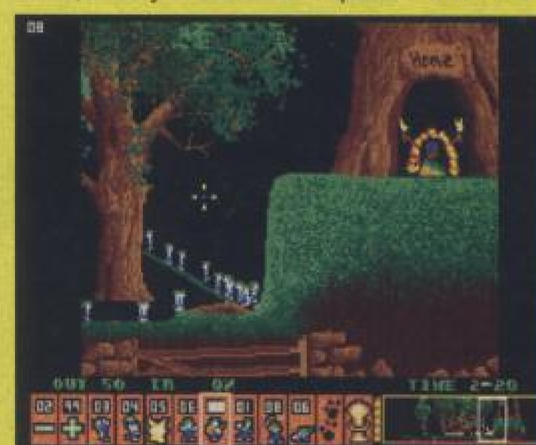
Lems! And, no, this isn't a cruel and heartless gag along the Handheld Speccy lines (erk), this is the real thing. They move! They squeak! They fall down mineshafts!



The trouble with lems is that it's just so much darn fun to blow them up. (Blam.) Ha! That'll teach you to waddle in a manner I find just irritating enough to use as an excuse.

The game
Oh, come on. You can't possibly not know about *Lemmings*. It's this really cute puzzle game which *(No! It's not a puzzle game! Don't ever call it a puzzle game! Aaarghh! FRED Publishing and Chris White)* Er. Well, it's a cute puh... um, save-'em-up where you have to solve... er, negotiate a series of obstacle courses of an uzzle-pay nature. From the playable demo we've been having a look at, the game looks pretty much set to be a complete stunner. There's still work to be done, chiefly in the area of speed – when the lem count reaches about 50, things drastically slow down – but the framework and puzzles (yikes) are in place, and the graphics are delicious. Keep watching the skies, eh?

Oh yeah, and all those people who still haven't ordered the enormously funky *Smash TV* with bunnies game *Exodus* should get in touch with Apex at 6 Hunter Rd, Arnold, Nottingham NG5 6Q2. Cheques/POs for £6 (what a barg) to Neil Holmes. It's a stonker.



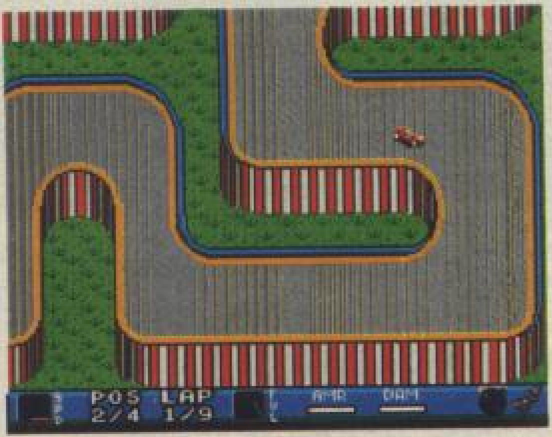
Yup, it's a playable demo. And I've nearly completed it. Except, just as the lems near home, I'm going to nuke 'em. I like it when they go goosh. (Grin, dribble.)

FAX BOX

Game	Lemmings
Publisher	FRED Publishing
Price	£19.99
Release Date	September
Contact	☎ 0382 535963
Lemming Wrangler	Kevin Largepie

PREVIEW
PITLANE

Chris White, thanks to a revolutionary surgical technique known as 'thwogging', can go for 21 days without sleep, functioning at no less than 94% efficiency at any given time. Lucky, really, because as well as Lemmings, he's working on the game described (er, by him) as '*Super Sprint* with guns', *Pitlane*. Apparently it's pretty much in the bag, but the only demo Chris could find at short notice was one dating from about 6000000000BC which has none of the computer-controlled car movement or weapons or anything (the clot).



More track, the same car, lots of grass and, alas, no weapons of mass destruction. Lawks, eh?

The game

Well, it's *Super Sprint* with guns, innit? *(Or* Supercars *even. A Reader)* No, no, no, no, actually, it isn't, actually, no. Well, yes it is. It's *Supercars*. All right? Happy now? *(Yes. A Reader)* You drive around a four screens wide by two screens deep track, ostensibly racing against the other cars but in reality hanging back so you can blast away their tyres with a well-placed missile and watch their state-of-the-art mean machine transform into a large chunk of metal hurtling towards the edge of the track in a generally out-of-control manner. Ha ha. There are the usual *Super Sprint/Super Cars*-y hazards – whirlwinds, oil slicks and the like – and you can upgrade your car to an even more antisocial specification. Thanks to Chris sending the really crap demo we can't tell you how it plays, but if things go according to plan, the game will be fab, and Rocky will have a clear eight minutes to pile as much cash as he can into the false bottom of the suitcase before the guard tumbles to Kelly Marie's diversion. And all thanks to the miracle of thwogging. In fact, here's a badge for you to cut out, stick to a bit of cardboard and display proudly on the lapel of your jacket.

PITLANE: IT'S A THWOGGING MIRACLE

PREVIEW
SANDMAN SHADOW

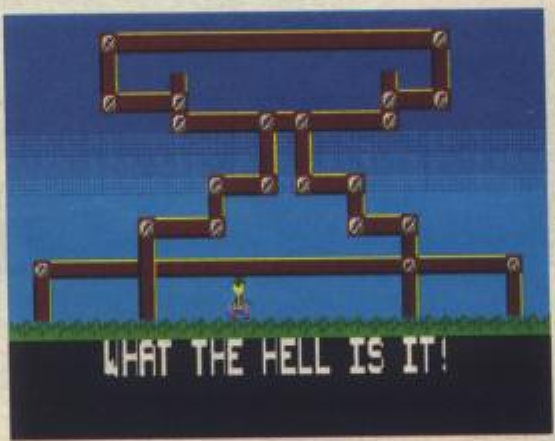
Hold on! Before you start back-flipping across the room, the screenshot is a mock-ups. Y'see, the artist got in touch with Entropy (for it is they) with disks and disks (and disks) full of smart graphics. Suitably inspired, the Entropy programmers are sitting down and actually writing a *Monkey Island*-ish game to go round the pics. It's all at an incredibly early stage (and, let's face it, Entropy aren't exactly known for adhering to any schedules – we've been waiting for *Statues Of Ice* since 1932) but looks frighteningly exciting. The programmers keep telling us the game is ideal SAM fodder, but for the moment, it's waiting trousers on time.



Entropy keep saying the actual program will be a doddle to write, but then again they said *Statues* would be finished in four months. Programmers; we love 'em.

PREVIEW
MANIC MANSION

Not *Jet Set Willy* at all, oh no. It may look vaguely *JSW*-y; some of the screens may have the same names and obstacle layouts as particular rooms from *JSW*; and it may be from the programmer of *SAM Manic Miner*, but it isn't *Jet Set Willy*. (Actually, readers, it's a case of the old tried-for-the-licence-but-lost-it-so-slightly-changed-the-game ploy, but keep it under your hat.) Again, it's still in the early stages, but there's a twist. As with *Manic Miner*, the programmer wants you to design levels, with the best rooms actually appearing in the final game. Wowee, eh? If you fancy a crack at penning a level, chuck a sae at Phoenix Software, c/o David Ledbury, 19 Lyme Avenue, Macclesfield, Cheshire SK11 7RJ and details of the Make Your Own *Manic Mansion* compo will return in a flash. Probably.



***Manic Mansion* in progress. You can control the little Miner SomebodydefinitelynotcalledWilly, but not much else. Still, *SAM Manic Miner* was fab, so here's hoping.**

EXODUS
WE LIKE IT. SO THERE

You may be wondering about the billions of mentions *Exodus* has got in this ish. Well, it's a tragic story. The programmer of this rather fab *Smash TV* with bunnies game approached A Certain SAM Publisher to release the game, but changed his mind before signing anything and is selling the game himself. So the Certain SAM Publisher decided that if he wasn't selling the game, nobody else would know about it, and is currently engaged in what amounts to a smear campaign against the game. Now we at YS think this is scoundrelly behaviour, so we're behind *Exodus* all the way. Yeah! Power to the programmer! Let's all join hands and sing.

Isn't that galling? Just as a quintet of non-puzzley games (except for *Lemmings*, of course) appears, YS closes. Tch. Still, chin up, eh? Perhaps you could adopt a secret SAM identity to battle crime in the metropolis. You could have a costume in the SAM livery, and jump around and shout things like, 'Coupé, away!' Or perhaps not. But anyway. Goodbye, all.

Public House

Oh blimey. I really can't think of an intro. Quick, Andy, the phone! (Furious dialling.) Hello, Intro Man? We need your help. Yes. That's right. Basically, we need an intro for a public domain column. Mmm. I see. Good idea. Thanks very much. We'll be expecting your invoice. (Hangs up.) Well, Andy, Intro Man recommends a nice, straightforward 'Here's Jonathan with the last three demo reviews,' as it's clear, concise and to the point. I'll act on his advice at once. (Clears throat.) Oh, damn and blast, out of room.

To finish off Public House, I've three not-bad-at-all demos – one from a new group, one from an established programmer, and one from a musician who likes to really annoy people by also being a good coder but telling everybody he's really crap. Sorry, that wasn't terribly funny, was it? I'll stay late and rewrite it.

Sir Clive's Nightmare
by The Killer Klowns

We here at YS love imaginative demos. As a rule of thumb, as soon as the scrolly message starts, we move on to something else. So we were transfixed by *Sir Clive's Nightmare* in a rabbit-staring-down-a-lorry manner, except, of course, that was a lie. But anyway. *Sir Clive* is the story of an interstellar invasion by



It's nice to know that, as well as being the biggest-selling home computer eve in the history of the universe, the Speccy is also built to cope with the stress of interstellar travel.

zombies (we think) which is foiled by the timely intervention of Super 128K Man (we think). The demo starts with a big pic of a Killer Klown (so Andy instantly awarded it 98%) before moving on to a frontier Western town where – oh no! – zombies start crawling out of the ground. The action then cuts to a planet not far away, where a bendy 128K blasts off and zooms across the galaxy to save the day. In between the demo stops to get in an ad for the programmers' next demo (the scamps) and there's a lot of epic-y but not quite English blurb to keep the story bubbling along.

So much for the plot. The execution is similarly slick. (Look, that was a slick plot, we're telling you.) Apart from a pair of ripped tunes (tut tut) there's no sound, but the marvy graphics really give the demo that all-important oomph. 'Oomph,' it goes. In an all-important fashion.

79%

Scoriasonic Preview
by Jackson Hollis

If you haven't twigged by now, on last month's covertape, just after *Pokerama*, was the *Game Over Remix*, a demo of the three-channel sampled music program *Sample Tracer* (not *Tracker* as Jonathan – ahem – corrected it). *Scoriasonic*



Of course, you can't hear the sampled music that accompanies this pic. It sort of goes 'Boop krrshh boop boop krrssh weeb krrssh burp.' More or less.

Preview contains a similar demo which squeezes more out of the 128K sound chip than would have been thought possible a year ago. It's even got a bit of a sense of humour (in a crap sort of way) as one of the instruments is a sampled burp.

There are actually three parts to the preview – a title screen that uses interlaced graphics to produce a 256x384 pixel image, an 'unlimited vu-meters' screen which, well, has lots of bars bouncing around in time to the music, and the sample bit itself – but to be honest we couldn't really see the difference between the interlaced pic and a normal one, and the vu-meters bit were just vu-meters *(No! Andy) (But yes! A Reader)* The best bit is that you have to press different keys at different points to find the different parts, so there's lots of proddy fun to be had in order to get a look at everything.

Agent-X's *Hypersonic 2* proved that previews don't necessarily have to bear any relation whatsoever to the final release, but judging by the slickness of this peek-at-a-prog, *Scoriasonic* (the full version) should be spanky.

66%



'There are more stars in MGM than there are in heaven!' the studio used to boast. But this didn't take into account the galaxy being several hundred million light years wide. It was an honest mistake.

Branch Of Mind
by Axco (Agent-X and Cyrehl Owl)

Branch Of Mind is a sort of goodbye to Pentagram (the chaps responsible for the *LSD* megademo) written by ace musician and irritatingly good programmer (well, he keeps saying things like 'I'm crap' just to annoy people) Agent-X. It's a megademo, a sort of melting pot of ideas, with no theme or story but loads of really groovy effects. Starting off with a pic of the Pentagram logo exploding (sniff), it drifts into a massive diagonal attribute scrolly which gets bored with itself and zips off to make way for a very fast, very smooth, very large Branch logo sliding across the screen. Tasty.

Next up the screen pans across a gigantic vector graphic (wa-hey!) and a lightbulb moves around a globe, casting really crap shadows (erk), followed closely by 128 tiny scrollies (hurrah) and a raytraced graphic which goes to prove that raytracing really doesn't work in monochrome (yikes). Thus ends the first part of the megademo. 'But,' says the screen, 'don't walk away yet.'

The second act opens with a splendid pretend-hard drive interface with a moving arrow selecting various sub-directories to reach the demo itself. Things start moving with a ring of individually-animated stars which turn and twist and twiddle *(Twiddle? Andy)* all over the place in an impressive manner while funny things happen to the background. Then some squares bounce around a bit, and more stars appear, and the background goes wibbly again, and then the screen says, 'Now for something to blow your socks off,' but it doesn't, because the next bit's another raytracing, and then the demo ends. Well, actually, that's not quite true. The credit bit is ace – while they're scrolling, if you tap a key, footprints start traipsing across the screen. What a fab ending. Almost makes up for the couple of crap bits in the demo itself, really. (But not enough, he said ruthlessly.)

70%

Send a sae to **Prism PD, 13 Rodney Close, Bilton, Rugby CV22 7HJ** for a list of what's available. My mother had a Flit gun, it was devoid of charm. A bit of Flit shot out of it, the rest shot up her arm. Sorry, came over a bit Pam Ayres there.


ERNIE
THE PSYCHOTIC MADMAN
'THE FINAL CHAPTER'
By Phil McCardle
THE YEAR IS 1999, THE WAR WITH THE CONSOLES HAS RAGED FOR 6 YEARS....
CRUNCH!
THE READERS WHO WITNESSED THE CLOSURE OF YOUR SINCLAIR CALLED THIS DAY.....
'JUDGEMENT DAY'
HOME COMPUTER MAG
EH?
:TARGETING
AAAAIEEE!!!
WHOOOM!
ONLY A FEW SURVIVED TO FIGHT THE NEW WAR.....
IT DOESN'T LOOK TOO ROSY OUT THERE DOES IT?
YOU CAN SAY THAT AGAIN.
IT DOESN'T LOOK TOO ROSY OUT THERE, DOES IT?
WHAT WE NEED IN THIS DARK ERA, IS SOME SHINING LIGHT, IN OUR HOUR OF NEED, BUT...
OW!
PTAF!
K-RASH!
OH NO! NOT AGAIN!
LUMMOCKS!
HELP! NOW WE REALLY NEED A SHINING LIGHT!
BANG!
YOU CAN SAY THAT AGAIN!
I DON'T KNOW WHETHER I SHOULD
DON'T WORRY! I'LL GET THEM!
OH NO!
SO THE DARK DAY FELL, WHEN ALL SPECTRUM LIFE CEASED TO BE, SO REJOICE ALL YOU CONSOLE KIDS...
HA-HAAR!
OH NO!
OW!
HOO HOO HOO! TIME FOR A SPOT OF SUN CREAM!
COME 'ERE! I'M GONNA RIP YOUR FACE OFF!
JUST WATCH YOUR BACK, THAT'S ALL
THE END?



For the last (the very last) Pitty, CRAIG 'No 17' BROADBENT has the cream of a creamy crop!

If you want to know more about programming, take a Pitstop right here in our new program section! Each month it'll be bursting with routines from top programmers, and seething with all your games and utility programs. Or so said Phil South when he unveiled the very first Pitstop in YS just over six years ago. 'Pitstop is going to be the indispensible programmers guide,' warbled Phil, and I hope you'll agree that over the years the column has been a storming success, preserving its ample length while everything around it grew ever thinner. And in this month's feature-length issue, I'm pleased to say that I've finally been given four pages for Pitstop (after months of harrassing various editors), which, to mark this special occasion, will be filled with the crème de la crème, the all-time Best Of Program Pitstop.

RED ARROW

by Menno van der Star

Look at a 486 running Windows. Look at an A4000 running Workbench. Look at a 520ST running Gem (if you can stand that nasty green colour). What have they all got in common? That's right – that little pointy arrow (as arrows tend to be). And now, just like these dream machines, you too can have the luxury of just such a pointy arrow, on none other than your own humble Speccy! As you can imagine, this is immensely useful for all sorts of things, like, for instance, drawing pictures, selecting on-screen menus/icons and stuff like that.

I've shamelessly lifted this program from the days of dear old JD, so whereas before it was printed in nasty hex (all together – bleaargh!), I've now repackaged it in all its glory along with our old chum the Decimal Loader, to aid you with your typing (aren't I kind?). To make the arrow appear on your screen, fully functional and using interrupt mode 2 (so you can run your program as the arrow is moving), just CLEAR 64999, reload the generated code, and RANDOMIZE USR 65000. The arrow can be manoeuvred at will using Q, A, O and P – there's an acceleration feature which means that the longer you hold a key down, the faster that arrow will whizz across the screen. M is the equivalent to the mouse button, letting you select a certain point on screen (tailor your custom software around this). And that's it really. As far as interpreting the results goes, you'll find the x co-ord and the y co-ord of the arrow will be found in 65485 and 65486 respectively, while 65487 will normally be 0, but will change to 1 when M is pressed. To obliterate the arrow from sight, RANDOMIZE USR 65006. Okay?

Oh, and the other thing is, although JD called it Red Arrow, it's actually black. Must be this Artistic Licence thing I keep hearing about (you must remind me to try it someday).

BASIC

```
10 REM Really good Pitstop Decimal Loader for Red Arrow
20 CLEAR 64999: RESTORE 1: LET x=200
30 FOR f=65000 TO 65535 STEP 8
40 LET t=0: FOR g=0 TO 7
50 READ a: POKE f+g, a: LET t=t+a: NEXT g
60 READ a: IF t<>a THEN PRINT "Checksum Error at line ";x: STOP
70 LET x=x+10: NEXT f
80 PRINT "Data POKEd into memory OK."
90 INPUT "Save to tape? ";s$
100 IF s$="Y" OR s$="y" THEN INPUT "Filename? ";f$: SAVE f$CODE 65000, 536
200 DATA 205, 187, 254, 195, 232, 255, 205, 244, 1777
210 DATA 254, 195, 247, 255, 0, 205, 131, 255, 1542
220 DATA 42, 205, 255, 58, 124, 254, 95, 203, 1236
230 DATA 59, 203, 59, 6, 1, 203, 97, 40, 668
240 DATA 8, 125, 147, 48, 1, 175, 111, 6, 621
250 DATA 0, 203, 89, 40, 13, 125, 254, 255, 979
260 DATA 40, 5, 131, 48, 2, 62, 255, 111, 654
270 DATA 6, 0, 203, 81, 40, 11, 124, 131, 596
280 DATA 254, 192, 56, 2, 62, 191, 103, 6, 866
290 DATA 0, 203, 73, 40, 8, 124, 147, 48, 643
300 DATA 1, 175, 103, 6, 0, 175, 203, 65, 728
310 DATA 40, 2, 62, 1, 50, 207, 255, 34, 651
320 DATA 205, 255, 120, 254, 1, 32, 6, 62, 935
330 DATA 8, 50, 124, 254, 201, 121, 230, 254, 1242
340 DATA 79, 58, 125, 254, 185, 40, 5, 62, 808
350 DATA 7, 50, 124, 254, 58, 124, 254, 60, 931
360 DATA 254, 50, 56, 2, 62, 8, 50, 124, 606
370 DATA 254, 121, 50, 125, 254, 205, 244, 254, 1507
380 DATA 205, 187, 254, 201, 8, 0, 213, 197, 1265
390 DATA 62, 191, 144, 71, 121, 230, 7, 198, 1024
400 DATA 1, 95, 203, 57, 203, 57, 203, 57, 876
410 DATA 120, 230, 56, 203, 39,
```

```
203, 39, 177, 1067
420 DATA 79, 120, 230, 7, 87, 120,
230, 192, 1065
430 DATA 203, 63, 203, 63, 203, 63,
130, 198, 1126
440 DATA 64, 103, 105, 193, 209,
201, 128, 192, 1195
450 DATA 224, 240, 248, 252, 240,
144, 16, 8, 1372
460 DATA 8, 4, 4, 237, 75, 205,
255, 46, 834
470 DATA 13, 17, 7, 255, 229, 205,
126, 254, 1106
480 DATA 124, 254, 64, 48, 2, 24,
4, 254, 774
490 DATA 88, 56, 11, 175, 18, 19,
18, 19, 404
500 DATA 18, 19, 18, 19, 24, 13,
235, 115, 461
510 DATA 35, 114, 35, 235, 126, 18,
19, 35, 617
520 DATA 126, 18, 19, 5, 225, 45,
32, 212, 682
530 DATA 205, 59, 255, 201, 33, 7,
255, 6, 1021
540 DATA 13, 94, 35, 86, 35, 126,
18, 19, 426
550 DATA 35, 126, 18, 35, 16, 243,
201, 32, 706
560 DATA 32, 32, 32, 32, 32, 32,
32, 32, 256
570 DATA 32, 32, 32, 32, 32, 32,
32, 32, 256
580 DATA 32, 32, 32, 32, 32, 32,
32, 32, 256
590 DATA 32, 32, 32, 32, 32, 32,
32, 32, 256
600 DATA 32, 32, 32, 32, 32, 32,
32, 32, 256
610 DATA 32, 32, 32, 32, 32, 32,
32, 32, 256
620 DATA 32, 32, 32, 17, 7, 255,
33, 174, 582
630 DATA 254, 6, 13, 126, 50, 129,
255, 175, 1008
640 DATA 50, 130, 255, 229, 58,
205, 255, 230, 1412
650 DATA 7, 254, 0, 40, 13, 79, 33,
129, 555
660 DATA 255, 203, 30, 35, 203, 30,
43, 13, 812
670 DATA 32, 247, 26, 111, 19, 26,
103, 19, 583
680 DATA 19, 19, 58, 129, 255, 182,
119, 35, 816
690 DATA 125, 230, 31, 254, 0, 40,
5, 58, 743
700 DATA 130, 255, 182, 119, 225,
35, 16, 195, 1157
710 DATA 201, 0, 0, 33, 200, 255,
1, 0, 690
720 DATA 5, 126, 31, 31, 230, 30,
95, 22, 570
730 DATA 0, 126, 35, 229, 33, 184,
255, 25, 887
740 DATA 87, 197, 78, 35, 70, 237,
120, 4, 828
750 DATA 5, 40, 1, 47, 95, 193,
225, 122, 728
760 DATA 230, 7, 40, 5, 203, 27,
61, 32, 605
770 DATA 251, 203, 27, 203, 17, 16,
210, 201, 1128
780 DATA 254, 247, 254, 251, 254,
253, 254, 254, 2021
790 DATA 254, 239, 254, 223, 254,
191, 254, 127, 1796
800 DATA 41, 40, 8, 16, 58, 124,
102, 0, 389
810 DATA 245, 197, 213, 229, 255,
243, 42, 89, 1513
820 DATA 92, 126, 254, 234, 205,
245, 253, 225, 1634
830 DATA 209, 193, 241, 251, 201,
195, 208, 255, 1753
840 DATA 62, 57, 237, 71, 237, 94,
251, 201, 1210
850 DATA 0, 0, 0, 0, 195, 208, 255,
243, 901
860 DATA 62, 3, 237, 71, 237, 86,
251, 24, 971
```

RAINBOW PROCESSOR

by Dominic Robinson

Originally published as Star Tip 1 in the first ever Pitstop – yes, that's right, this routine is the work of a talented pro; in fact, none other than Dominic Robinson of *Uridium* and *Zynaps* fame. The method is a bit complex-sounding, so it'll probably be best if you just try out the demo first. For those wanting to customise it (gluttons for punishment if you ask me), here's Phil's original explanation of how the thing works, edited only very slightly!

To use the Rainbow Processor, you must set up a block of memory containing the colour for each pixel line of your display. This block can be 256 bytes long, although at most 192 will be used at one time, and it must not cross a page boundary. Starting a block at an address which is a multiple of 256 will ensure that this condition it met. For example, 193*256=49408, which is conveniently placed just above the end of the code. Next POKE the address of your data into 49189 and 49190, call the routine at 49153 to initialise the interrupts, then POKE 49188 with the number of pixel lines you want displayed. This value should be a multiple of 8 for best results. Any value outside of the range 1 to 192 will switch off the rainbow effect until another value is used. A restriction imposed by the Rainbow Processor is that, because of the amount of processor time it takes up, there is little available for BASIC or whatever you're using, so the rainbow effect should only be used for title screens and special effects.



So, to start you off, here's a demo program (the second bit) along with the main code, in decimal form (natch). Save the demo with SAVE "demo" LINE 2000. Wait for a minute or two while the picture is drawn, and then goggle at some 'very un-Spectrum-like effects'!





BASIC

```
10 REM Really good Pitstop Decimal
Loader for Rainbow Processor
20 CLEAR 49152: RESTORE 1: LET
x=200
30 FOR f=49153 TO 49304 STEP 8
40 LET t=0: FOR g=0 TO 7
50 READ a: POKE f+g,a: LET t=t+a:
NEXT g
60 READ a: IF t<>a THEN PRINT
"Checksum Error at line ";x: STOP
70 LET x=x+10: NEXT f
80 PRINT "Data POKEd into memory
OK."
90 INPUT "Save to tape? ";s$
100 IF s$="Y" OR s$="y" THEN INPUT
"Filename? ";f$: SAVE f$CODE 49153,
152
200 DATA 243, 62, 191, 237, 71,
237, 94, 33, 1168
210 DATA 0, 191, 62, 192, 119, 44,
32, 252, 892
220 DATA 36, 119, 62, 195, 50, 192,
192, 33, 879
230 DATA 39, 192, 34, 193, 192,
175, 50, 36, 911
240 DATA 192, 251, 201, 0, 144,
255, 245, 229, 1517
250 DATA 213, 197, 8, 217, 245,
229, 213, 197, 1519
260 DATA 237, 115, 132, 192, 58,
36, 192, 61, 1023
270 DATA 254, 192, 48, 70, 60, 79,
237, 91, 1031
280 DATA 37, 192, 217, 8, 33, 250,
87, 17, 841
290 DATA 32, 0, 62, 1, 8, 217, 62,
62, 444
300 DATA 6, 15, 16, 254, 230, 255,
35, 61, 872
310 DATA 194, 81, 192, 0, 0, 26,
28, 217, 738
320 DATA 79, 8, 15, 210, 107, 192,
25, 195, 831
330 DATA 110, 192, 70, 70, 70, 65,
249, 197, 1023
340 DATA 197, 197, 197, 197, 197,
197, 197, 197, 1576
350 DATA 197, 0, 0, 0, 217, 8, 13,
194, 629
360 DATA 94, 192, 49, 228, 127,
193, 209, 225, 1317
370 DATA 241, 8, 217, 193, 209,
225, 241, 195, 1529
380 DATA 56, 0, 0, 0, 0, 0, 0, 0,56
```

BASIC

```
1 PRINT AT 0, 7;"RAINBOW
PROCESSOR"; AT 1, 6;"By  Dominic
Robinson"
3 GO SUB 1000
5 OVER 1: FOR r=1 TO 51 STEP 10:
FOR x=0 TO r: LET y=INT SQR (r*r-
x*x): PLOT 128+x, 87+y: DRAW 0,
-2*y: PLOT 127-x, 87+y: DRAW 0, -
2*y: NEXT x: NEXT r
6 LET r=70: FOR x=0 TO r/2: LET
y=SQR (r*r-x*x): PLOT 128+x, 87+y:
DRAW 0, -2*y: PLOT 127-x, 87+y:
DRAW 0, -2*y: NEXT x
7 POKE 49188, 184: POKE 49190, 255
```

```
10 LET a=0
20 POKE 49189, a: LET a=a+1
30 IF a=256 THEN LET a=0
40 GO TO 20
1000 FOR a=0 TO 255
1010 READ b: IF b=255 THEN RESTORE
: GO TO 1010
1020 POKE 65280+a, b: NEXT a
1030 RETURN
1050 DATA 64+8+1, 64+32+4, 64+40+5,
64+56+7, 56+7, 40+5, 32+4, 8+1
1060 DATA 64+7, 64+7, 7, 7, 7, 7,
7, 7
1061 DATA 7, 7, 64+7, 64+7+8,
64+7+8, 64+7+24, 64+7+8, 64+7+8
1062 DATA 64+7, 64+7, 64+7, 64+7,
64+7, 64+7, 64+7, 64+7
1090 DATA 255
2000 CLEAR 32768: BORDER 0: PAPER
0: PEN 0: CLS
2010 LOAD ""CODE 49153
2020 CLS : RANDOMIZE USR 49153: GO
TO 1
```

FILL IT

by Chris Pile

Are you cashless and Coupéless? Such a bind isn't it? Fortunately I managed to get hold of one of these marvellous SAM things before the wave of obligatory student poverty hit me (cue violins), but for those of you without one of these marvellous monsters, and with no means to acquire one, don't worry. It's not the end of the world. It probably would be, however, if it wasn't for these next two routines, which, like Miles Kinloch's *Onerror!* the other month, allow you to emulate the advanced features of the Coupé's ROM. Sort of.

First of all, Chris 'Another pro' Pile's routine. Pretty self-explanatory, I would have thought – this small program lets you fill closed shapes in a similar way to virtually every art program on the market. There is a short demo included (value for money is our middle name, after all), but if you want to use it in a profeshnial manner (ho ho ho) then you'll need to use the following instructions:



```
POKE 60168,x (0-255)
POKE 60169,y (0-192)
```

Following that, a swift RANDOMIZE USR 60170 should set the wheels in motion nicely. Hmm. This Pitstop appears to be introduced by a reindeer. *(Eh? Ed)*



BASIC

```
10 BORDER 0: PAPER 0: PEN 7: CLEAR
60159: GO SUB 100
20 CLS : DRAW 255, 0: DRAW 0, 175:
DRAW -255, 0: DRAW 0, -175: CIRCLE
80, 88, 70: CIRCLE 175, 88, 70:
POKE 60168, 128: POKE 60169, 170:
RANDOMIZE USR 60170: STOP
100 LET c=0: LET z=60160: FOR n=0
TO 90: READ a: LET c=c+a: POKE z+1,
INT (a/256): POKE z, a-256*INT
(a/256): LET z=z+2: NEXT n
110 IF c<>2790081 THEN CLEAR :
PRINT "Error in DATA!": STOP
120 PRINT "Saving code...": SAVE
"FillIt"CODE 60160, 180: RETURN
1000 DATA 16512, 4128, 1032, 258,
0, 55795, 24874, 13916, 8994,
15065, 60168, 10802, 15083, 60169,
11314, 50155, 60201, 8665, 10072,
64473, 1737, 3584, 30720, 1799,
43271, 51174, 1961, 28423, 59001,
8128, 7991, 43279, 63718, 26537,
59000, 24327, 60182, 22298, 49830,
60307, 46714, 14967, 60204, 12861
1010 DATA 60204, 24382, 39875,
15083, 60204, 710, 11314, 16107,
50028, 60315, 11322, 15851, 11314,
15083, 60202, 12860, 60202, 32574,
39875, 15083, 60202, 726, 10802,
16107, 50060, 60315, 10810, 15595,
10802, 55787, 32299, 28633, 60198,
55785, 9079, 55676, 59902, 8914,
15083, 60204, 49406, 10714, 45035,
11314, 50155, 60201, 0
```

HEADER READER

by Nicholas Gill

Gosh, these programs are just soooooo useful! This one, Nick should be proud to note, has actually been used in order to compile some of my earlier Pitstops. But what, you may well ask, is a header, and why would one wish to read it? Well, JD anticipated these very questions, and replied succinctly as follows: 'Well, you know when you load a program it goes sort of Beeeeeeeee Blip! Beeeeeeeee Blipipipipipipipipipi...? (something like that anyway). Well, the header is actually the bit that goes Beeeeeeeee Blip!' So now you know. The bit that goes Beeeeeeeee Blip! actually contains a wealth of information relevant to that particular program, and Nick's program, in essence, lets you analyse this data. Just run it, and you'll be asked to play that bit of the tape that goes Beeeeeeeee Blip! Once this is done, all the astonishingly interesting characteristics of that particular Beeeeeeeee Blip! are revealed, such as the type, name, start address and length of file. And that is just about it. Beeeeeeeee Blip!



BASIC

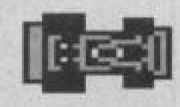
```
1 REM Header Reader by Nicholas
Gill
6 POKE 23613, 56: POKE 23614, 0
10 CLS : LET st=61440: BORDER 0:
PAPER 0: PEN 6: PRINT AT 0, 1;"HDC
'HEADER-READER' PROGRAM."; OVER 1;
AT 0,
1;"_____________________________"
20 PRINT AT 10, 1; PAPER 6; PEN
0;"Please play header..."
30 RESTORE : FOR f=0 TO 14: READ a:
POKE f+40960, a: NEXT f: RANDOMIZE
USR 40960
40 CLS : BORDER 0: PAPER 0: PEN 7:
PRINT AT 0, 1;"HDC 'HEADER-READER'
PROGRAM."; OVER 1; AT 0,
1;"_____________________________"
45 REM Find type of file
50 IF PEEK st=0 THEN LET
t$="PROGRAM"
51 IF PEEK st=1 THEN LET t$="NUMBER
ARRAY"
52 IF PEEK st=2 THEN LET
t$="CHARACTER ARRAY"
53 IF PEEK st=3 THEN LET t$="M/C
BYTES"
55 PRINT AT 5, 0;"TYPE OF FILE :
";t$
60 REM Find name of file
63 PRINT AT 7, 0;"Name of file : ";
65 IF PEEK (st+1)=255 THEN PRINT
PAPER 6; PEN 0;"Non-existant": GO
TO 70
66 FOR f=st+1 TO st+10
68 IF PEEK f<32 THEN POKE f, 32
69 PRINT PAPER 6; PEN 0;CHR$ (PEEK
(f));: NEXT f
70 REM Find beginning of file
74 LET start=((PEEK
(61454))*256)+PEEK 61453
75 PRINT AT 9, 0;"File begins at :
";start
79 LET lth=((PEEK
(61452))*256)+PEEK 61451
80 PRINT AT 11, 0;"Length of file :
";lth;" bytes"
100 PRINT AT 15, 0;"Still reading
tape for more info": GO TO 30
9000 DATA 221, 33, 0, 240, 17, 17,
0, 175, 55, 205, 86, 5, 48, 242,
201
```

TICK-TOCK CLOCK

by Peter Dackombe

Salvaged from the days of David McCandless, I can guarantee that this program will work because I myself painstakingly typed it in all those aeons ago, as indeed I did the *Rainbow Processor* and *Red Arrow* programs. What it does is to plop a little digital clock in the top right corner of the screen. Again, immensely useful, provided that you first furnish it with the information it needs in order to run. So... perform the following jiggery-POKEry:

```
POKE 64026, seconds
POKE 64027, minutes
POKE 64028, hours (1-12)
POKE 64029, 0 (am) or 1 (pm)
```



Having done that, RANDOMIZE USR 64001 will send the clock joyously rushing to the

corner of your screen, while RANDOMIZE USR 64008 will banish it forever to the misty realms that men dare not wot of. Obviously the clock is interrupt-driven (wouldn't really be much use otherwise), so you can do your programming or whatever while it runs, but beware! for a load or a save may well stop time in its tracks!



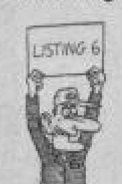
BASIC

```
10 REM Really good Pitstop Decimal
Loader for Tick-Tock Clock
20 CLEAR 63998: RESTORE 1: LET
x=200
30 FOR f=63999 TO 64246 STEP 8
40 LET t=0: FOR g=0 TO 7
50 READ a: POKE f+g, a: LET t=t+a:
NEXT g
60 READ a: IF t<>a THEN PRINT
"Checksum Error at line ";x: STOP
70 LET x=x+10: NEXT f
80 PRINT "Data POKEd into memory
OK."
90 INPUT "Save to tape? ";s$
100 IF s$="Y" OR s$="y" THEN INPUT
"Filename? ";f$: SAVE f$CODE 63999,
248
200 DATA 11, 250, 62, 249, 237, 71,
237, 94, 1211
210 DATA 201, 237, 86, 201, 229,
213, 197, 245, 1609
220 DATA 205, 30, 250, 241, 193,
209, 225, 195, 1548
230 DATA 56, 0, 6, 8, 45, 10, 1,
62, 188
240 DATA 32, 33, 20, 64, 205, 206,
250, 58, 868
250 DATA 28, 250, 33, 21, 64, 205,
183, 250, 1034
260 DATA 62, 46, 33, 23, 64, 205,
206, 250, 889
270 DATA 58, 27, 250, 33, 24, 64,
205, 183, 844
280 DATA 250, 62, 58, 33, 26, 64,
205, 206, 904
290 DATA 250, 58, 26, 250, 33, 27,
64, 205, 913
300 DATA 183, 250, 33, 29, 64, 62,
32, 205, 858
310 DATA 206, 250, 33, 30, 64, 58,
29, 250, 920
320 DATA 167, 40, 7, 62, 80, 205,
206, 250, 1017
330 DATA 24, 5, 62, 65, 205, 206,
250, 62, 879
340 DATA 77, 33, 31, 64, 205, 206,
250, 58, 924
350 DATA 25, 250, 61, 50, 25, 250,
192, 62, 915
360 DATA 50, 50, 25, 250, 58, 26,
250, 60, 769
370 DATA 50, 26, 250, 254, 60, 192,
175, 50, 1057
380 DATA 26, 250, 58, 27, 250, 60,
50, 27, 748
390 DATA 250, 254, 60, 192, 175,
50, 27, 250, 1258
400 DATA 58, 28, 250, 60, 50, 28,
250, 254, 978
410 DATA 13, 192, 62, 1, 50, 28,
250, 58, 654
420 DATA 29, 250, 238, 1, 50, 29,
250, 201, 1048
430 DATA 205, 232, 250, 229, 213,
122, 198, 48, 1497
440 DATA 14, 0, 205, 206, 250, 209,
225, 35, 1144
450 DATA 123, 198, 48, 205, 206,
250, 201, 229, 1460
460 DATA 237, 91, 54, 92, 20, 214,
32, 111, 851
470 DATA 38, 0, 41, 41, 41, 25,
209, 6, 401
480 DATA 8, 126, 47, 18, 35, 20,
16, 249, 519
490 DATA 201, 22, 255, 20, 214, 10,
48, 251, 1021
500 DATA 198, 10, 95, 201, 0, 0, 0,
0, 504
```

RENUMBER

by James Mancz

And this really is simplicity itself. Just like the Coupé's built-in RENUM function, this laughably short routine can renumber your messy, sprawling program so that it looks shiny and new once more. Add it onto your own program (change the line numbers if necessary), then alter lines 9920 and 9930 (or whatever you changed them to) to give start lines and line steps of your own choosing. After that it's simply a case of running the routine, which will (eventually) produce one perfectly untainted listing. Huzzah!



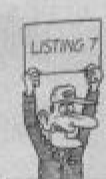
BASIC

```
9900 Renumber by James Mancz
9910 LET r=PEEK 23635+256*PEEK
23636
9920 LET l=10: REM Start line - may
be changed
9930 LET s=10: REM STEP value - may
be changed
9940 POKE r, INT (l/256)
9950 POKE r+1, (l-256*PEEK r)
9960 LET r=r+1
9970 IF PEEK r<>13 THEN GO TO 9960
9980 LET r=r+1
9990 IF 256*PEEK r+PEEK (r+1)=9000
THEN GO TO 9999
9995 LET l=l+s
9997 GO TO 9940
9999 LIST : STOP
```

SHIFTED SCREEN LOAD

by Lopez Figueira

And, as, they say, last but not least is this one. One of the Strangest of the Strange Loaders Pitstop has printed over the years, Lopez's prog... well, it, er... oh, look, why don't you type it in and see for yourself? Once entered, load in your fave SCREEN$ file and type RANDOMIZE USR 65142 to prepare and save it. Then type RANDOMIZE USR 65000 to reload it in a Strange Manner. Basically.



BASIC

```
10 RESTORE 60: FOR f=65000 TO
65243: READ a: POKE f, a: NEXT f
20 INPUT "Data loaded OK. Save to
tape? "; a$: IF a$="y" THEN SAVE
"shiftscr" CODE 65000, 244
30 STOP
60 DATA 33, 0, 118, 17, 0, 61, 1,
0, 3, 26, 119, 31, 182, 119, 35,
19, 11, 120, 177, 32, 244, 62, 117,
50, 55, 92, 201
70 DATA 243, 33, 63, 5, 229, 17, 0,
0, 205, 98, 5, 205, 84, 31, 208,
125, 254, 127, 32, 241, 6, 179, 46,
0, 22, 32, 30, 8, 213, 38, 64, 17,
32, 0, 205, 46, 254, 205, 63, 254,
205, 46, 254, 238, 31, 111, 4, 209,
29, 32, 233, 205, 77, 254, 205, 77,
254, 205, 77, 254, 238, 31, 111, 4,
44, 21, 194, 2, 254, 201, 205, 99,
254, 203, 22, 25, 6, 177, 203, 92,
40, 244
80 DATA 125, 238, 31, 111, 201,
205, 99, 254, 203, 30, 25, 6, 177,
203, 92, 32, 244, 24, 237, 30, 1,
205, 99, 254, 6, 176, 203, 19, 48,
247, 115, 4, 125, 198, 32, 111, 48,
237, 36, 24, 216, 205, 227, 5, 56,
4, 209, 209, 209, 201, 237, 95,
230, 7, 169, 79, 62, 202, 184, 201,
243, 17, 0, 192, 46, 0, 14, 32, 6,
8, 197, 38, 64, 205, 178, 254, 205,
174, 254, 205, 178, 254
90 DATA 238, 31, 111, 193, 16, 238,
205, 208, 254, 205, 208, 254, 205,
208, 254, 238, 31, 111, 44, 13, 32,
220, 221, 33, 0, 192, 17, 0, 27,
62, 127, 195, 194, 4, 62, 14, 24,
2, 62, 6, 50, 192, 254, 14, 8, 213,
17, 32, 0, 6, 8, 203, 6, 23, 25,
16, 250, 209, 18, 19, 13, 32, 238,
125, 238, 31, 111, 201, 126, 18,
19, 125, 198, 32, 111, 48, 247, 36,
24, 240
```

THE END

And that brings us, unfortunately, to the end of the last Pitstop ever. Tomorrow I'll be returning to Reading for the last week of term and all the festivities that traditionally go with it; plus it'll be my birthday on Sunday, which is another good reason to go out and get nicely smashed (ahem). But throughout all this there will linger that little melancholy flame of sadness, reminding me that the days of Pitstop are, alas, no more. Before I go, though, I'd like to just thank everyone who reads this page, especially those who have sent in programs over the last one and a half years while I've been in charge. It's nice to know that Pitstop has remained refreshingly healthy right up until the end, and it's a good way to go. Live well, good luck, and have fun. Byah!

TO PROTECT AND SERVE SPEC TEC JR

Got a problem? Get it solved! With SIMON COOKE

SPEC TEC Junior



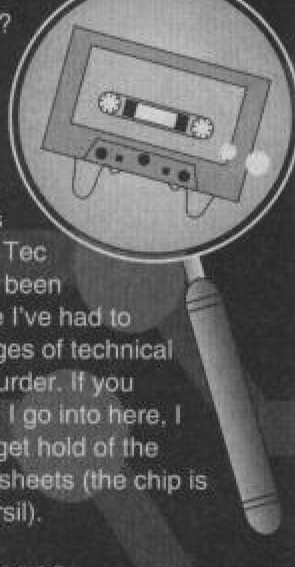
Serial ports. Hook codes. Just another day at the Sam Cruise detective agency. (Yikes.)

So this is it. The big goodbye. (Sound of detective pouring himself a shot of bourbon.) The rent on the office has been cheap, the hat's still in good nick and the swivel chair still swivels, albeit a little squeakily. But now it's over. (Detective pours another shot in reflective manner.) Ha, we had some good times, didn't we? Well, maybe not. But at least I didn't get lured down an alley and shot, like Adam Waring. Or arrested, too many times. (Lights shine brightly through the windows from the city beyond. A neon sign flickers across the street, filling the night with a fluorescent pink glow. The slight tap of rain on glass can be heard, and, in the distance, the wail of a police siren.). What a gratuitously atmospheric scene. Well, I'd better tidy up the files before closing up the office.

CRACKED!

SPECIAL INVESTIGATION SOLVED

THINGS THAT YOUR MANUAL NEVER TOLD YOU ABOUT



There's always something, isn't there? Last time I went briefly over the Parallel side of the SAM Coupé Comms interface, so this time it's the Serial bit that's going to get the Spec Tec Jr treatment. And I've been dreading this because I've had to condense over 30 pages of technical data sheets. It was murder. If you need more detail than I go into here, I recommend that you get hold of the IM26C91 UART data sheets (the chip is manufactured by Intersil).

A MATTER OF RS232C...

The main chip in the Comms interface is an IM26C91 UART chip – which in English means that it's a Universal Asynchronous Receiver Transmitter chip. *(That's English? Ed)* This chip transmits and receives serial signals conforming to the RS232C standards, in asynchronous transmission. *(Ye-es. Ed)* Ahem. All right, I'll go back to the fiddly bits later. The only thing you need to know for now is that it's RS232 compatible, and the socket is non-standard.

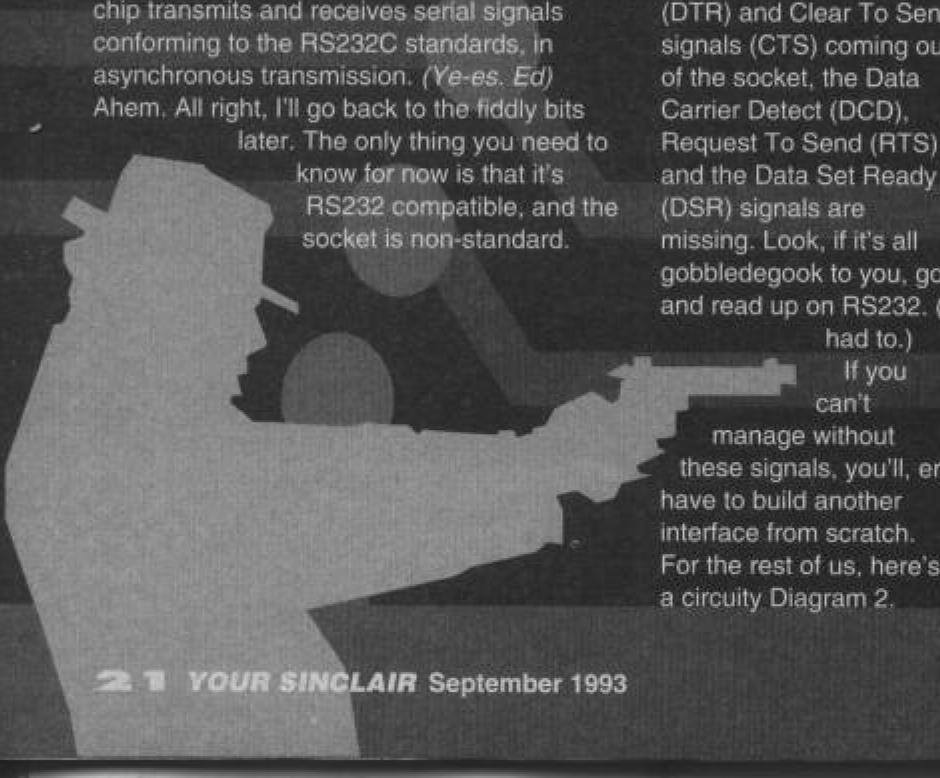


Diagram 1



PIN	SIGNAL
2	RXD
3	TXD
4	DTR
5	GND
8	CTS

The reason it's non-standard is because it's based on the PC AT socket. The problem is that although you've got the Receive data (RX), Transmit data (TX), Data Terminal Ready (DTR) and Clear To Send signals (CTS) coming out of the socket, the Data Carrier Detect (DCD), Request To Send (RTS) and the Data Set Ready (DSR) signals are missing. Look, if it's all gobbledegook to you, go and read up on RS232. (I had to.) If you can't manage without these signals, you'll, er, have to build another interface from scratch. For the rest of us, here's a circuity Diagram 2.

CHIPS AHOY!

Before we start, another of those dead serious Spec Tec Jr warning things. You will NOT jeopardize your guarantee by opening your Comms interface – you are allowed to for the purposes of moving the jumper connectors – but! Neither I nor dear old YS can be held responsible if you manage to destroy your interface through not knowing what you're doing. Remember! A football is designed to be kicked around – an electronics interface is not. Or something.

Turn off your SAM, and (if it's plugged in), unplug your Comms interface. Now get yourself a flat-headed screwdriver and open up the box. If you pull the 9-pin din connector, you can slide out the Comms interface circuit board. Try not to touch the chips as you'll probably zap some important components with static, and certainly don't pile up your coats as goals and kick it around for a bit before tea.

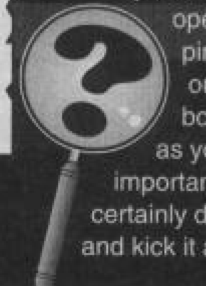
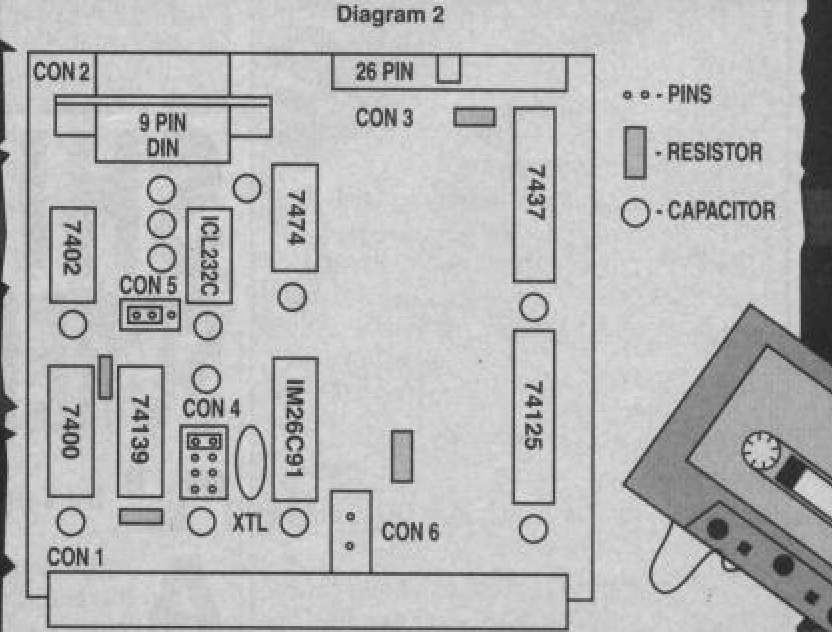


Diagram 2



INCOMPREHENSIBILITY AHOY!
If you compare the circuit to the diagram, the IM26C91 chip is to the right of a set of four 'jumper' connectors (marked CON4), and above a jumper connector (marked CON6 here, but unmarked on the circuit board itself). CON6 controls whether or not the Comms interface will generate Interrupt signals. CON5 controls the parallel printer interface (it should be in the LEFT position), and CON4 decides which port address will control the Serial chip.

When you get your comms interface, you usually have a jumper connector on CON5, another in the top position of CON4 and nothing on CON6. Depending on the position of the link on CON4, either port 236, 237, 238 or 239 is used for the Serial chip. Initially, the CON4 link is set to port 236. (It should be kept like that too – port 239 is now used by the SAMbus for its realtime clock.)

It is perfectly feasible to remove this link and to solder across the top two pins of the connector – but it will invalidate your guarantee. Anyway, why should you want to do that? The answer is that you DON'T get a linker for CON6 with the interface, which is a bit annoying if you happen to want to use the interrupts for something! If you do want to use the interrupts, solder across the top two pins, steal the linker, chuck it on CON6 and there'll be interrupts a-plenty.

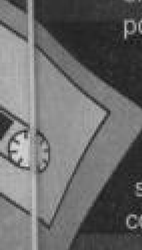
Allegedly some of the output on the interface is inverted. I haven't the equipment to check this properly, so all I can do is warn you that there might be a few screwy things happening in that thar peripheral.

IN ME POWER (HA HA HA!)
There are three read-only registers, five write-only registers, and four read-write registers in the chip. The table below (Diagram 3) shows you what each one is.

Diagram 3

Port High Value	Read	Write	Actual Port	
0	MR1,MR2	MR1,MR2	236	00EC
1	SR	CSR	492	01EC
2	Reserved	CR	748	02EC
3	RHR	THR	1004	03EC
4	Reserved	ACR	1260	04EC
5	ISR	IMR	1516	05EC
6	CTU	CTUR	1772	06EC
7	(CTL)	CTLR	2028	07EC

The only tricky thing to notice is that MR1 and MR2 are on the same port. After you read or write to MR1, the chip automatically makes all further accesses to that port go to MR2. To access MR1 again, you need to send a SET POINTER to the CR. It'll make sense by the end of this (honest) as we go over each of the ports in detail.



MODE REGISTER 1 (MR1)
Bit 7 controls the RTS signal – which just so happens to be DTR on the SAM. If it's set then the RTS signal will tell any device connected not to send data when the receiver



buffer is full. If it's reset, then the status of the receiver will make no difference to the RTS signal. (This feature is used in hardware data exchange protocols.)

Bit 6 controls the interrupt handled by bit 2 of ISR and IMR. If it's set, then an interrupt will be generated when the receiver buffer (the FIFO) is full. When reset, interrupts are generated when there is ANY data in the FIFO – not just when it's full. (See ISR.)

Bit 5 controls the error handling. If it's reset, then the status register (SR) only applies to the next character that may be read from the buffer. If it's set, then SR applies to all of the characters that have passed through the buffer since the last ERROR RESET command was made.

Bits 3 and 4 control the parity mode. The only important values for these bits are: 0 – Data with parity, 1 – Data with parity forced, 2 – No parity. A value of 3 is used in the 'special wake-up mode' used in RS232 networks – so I'll be ignoring anything to do with that aspect of the chip.

Bit 2 controls the type of parity used. In 'data with parity', this decides whether the parity is ODD (bit 2 set) or EVEN (bit 2 reset). In 'data with parity forced' mode, this decides whether the parity is MARK (bit 2 set) or SPACE (bit 2 reset).



Bits 0 and 1 control the number of bits per character. This is either: 0 – 5 bits, 1 – 6 bits, 2 – 7 bits or 3 – 8 bits. (Just subtract 5 from the number of bits per character you need to find the bit values required.)

MODE REGISTER 2 (MR2)
Bits 6 and 7 control the operating mode of the chip. 0 is the normal TX/RX mode, where the RX (receiver) and the TX (transmitter) operate independently. 1 is the 'automatic echo' mode, where any received data is automatically retransmitted at the same rate as it was received. There are two test modes available – 2 is the 'local loop-back' mode, where the TX line is connected internally to the RX line for test purposes. 3 is the 'remote loop-back' mode, where the TX and RX lines are effectively connected on the socket.

Bit 5 controls TXRTS. If this bit is set, then the RTS line is controlled by the activation and deactivation of the TX circuits. (See CR.)

Bit 4 controls the CTS line. If this is reset, the CTS line has no effect. If it's set, then data is only transmitted if the CTS line has been asserted (ie is LOW). If CTS is not asserted, the transmitter waits until it is. This is another hardware data exchange protocol.

Bits 0 to 3 control the number of stop bits sent with each character. For characters of length 6-8 bits, values of 0-7 are stop-bit lengths from nine-sixteenths to 1 and values of 8-15 are lengths from one-and-nine-sixteenths to 2 bits in intervals of sixteenths of a bit. For characters of length 5 bits, values from 0-15 are stop bit lengths from one-and-one-sixteenth to 2 stop bits in intervals of sixteenths of a bit. *(I just don't understand this at all. Ed)*

CLOCK SELECT REGISTER (CSR)
Bits 4-7 select the RX clock. Bits 0-3 select the TX clock. The baud rates available can be derived from the table (Diagram 4).

Diagram 4

Value	Rate (ACR = 0)	(ACR =1)
0	50	75
1	110	110
2	134.5	134.5
3	200	150
4	300	300
5	600	600
6	1200	1200
7	1050	2000
8	2400	2400
9	4800	4800
10	7200	1800
11	9600	9600
12	38.4K	19.2K
13	Timer	Timer

Depending on bit 7 of ACR, there are two available sets of baud rates available. If it's reset, then the left hand column of values is used for both the TX and RX clocks. If it's set, then the right hand column is used.
There's simply no room to describe the use of the timer for baud-rate generation. (Sorry.)

COMMAND REGISTER (CR)
Bits 4-7 select commands (described below) for the chip to execute.

Bits 2 and 3 decide the status of the TX. If bit 3 is set, the transmitter is disabled. If bit 2 is set, the transmitter is enabled.

Bits 0 and 1 control the RX status. If bit 1 is set, the RX is disabled. If bit 1 is reset, the RX is enabled.

Don't have both bits 0 and 1 or 2 and 3 set at once – that'll confuse the chip.

Commands:
0 – no command
1 – Set the pointer so that MR1 is used instead of MR2. (See MR.)
2 – Resets the RX as if the hardware itself had been reset.
3 – Resets the TX.
4 – Clear the error status register. Naturally.
5 – Reset the signal break detect interrupt. Obviously.





6 – Start signal break.
7 – Stop signal break.
8 – Starts the counter/timer.
9 – Stops the counter/timer.
10 – Assert RTS (makes the RTS line go low). Blatantly.
11 – De-assert (negate) RTS (causes the RTS line to go high). Instantly.
12 – Reset the CTS interrupt bit in the status register. Amusingly. *(Snip! Ed)*
13, 14 and 15 – Reserved. Do not send these commands!

CHANNEL STATUS REGISTER (SR)

The channel status can be gleaned by reading this. *(Oh, hurrah. Ed)* Depending which bit is set, various things are happening!
Bit 7 – Break in signal detected.
Bit 6 – Framing error. Set when a stop bit has not been correctly received.
Bit 5 – Parity error. This is set when a character is received and the parity does not correspond to what was expected.
Bit 4 – Over-run error. This occurs when data has been lost because the RX buffer was full.
Bit 3 – TX empty. When the chip has TX'd all the data it has been given, this bit is set. If data is sent to the chip by the CPU, or the TX is disabled, this bit is reset.
Bit 2 – TX ready. When set, there is space in the TX buffer for more data if the CPU wishes to send it. Similar to TX empty.
Bit 1 – FIFO (RX buffer) Full. This bit is set when the RX buffer is filled to capacity, and requires immediate emptying otherwise any further data received may be lost.
Bit 0 – RX ready. When set, there is data in the RX buffer that is available to be read. Similar to FIFO Full, but not as urgent.



RECEIVE HOLD REGISTER (RHR) AND TRANSMIT HOLD REGISTER (THR)

The data read and write registers. (Basically.) Don't forget to check for the appropriate ready signals in SR.

AUXILIARY COMMAND REGISTER (ACR)

Bit 7 decides which of the two sets of baud rates to use. See CSR, and the accompanying table. (Diagram 4.)
Bits 4-6 control the operation of the timer/counter circuits. (Not documented here.)
Bit 3 controls the chip's power status. When set, the chip is activated, when reset the chip is deactivated. All the data in the buffers is stored when (de)activation occurs, but it is recommended that the TX and RX are disabled before deactivating the chip. When you first run your routine, you must SET this bit to turn on the chip!
Bits 0-2 control how the RTS pin on the socket is used by the chip: 0 – Normal RTS mode. 1-5 – Timer/counter/clock signals are output on the pin. 6 – TX empty signal (has the opposite value to bit 2 of SR) 7 – RX ready/FIFO full signal (opposite to bit 2 of ISR).



INTERRUPT STATUS REGISTER (ISR)

This register may be read to see which conditions have occured. It is used in conjunction with the INTERRUPT MASK REGISTER (IMR). If you want the CPU to be interrupted when a certain condition occurs, set the bit corresponding to that condition in the IMR then, when an interrupt occurs, read the ISR and check that bit. If the bit is set, then that condition has occurred. NB: It doesn't matter what the IMR holds when you read the ISR – all of the bits will reflect their conditions.
Bit 7 – CTS input changes state
Bit 6 – CTS input's current state (if high, will cause an interrupt if bit 6 is set in the IMR. NB: This bit is not latched – it holds the value of the CTS when the ISR was read by the CPU).
Bit 5 – Not used
Bit 4 – Counter Ready. (Not documented here.)
Bit 3 – Change in break. This bit indicates a change in the RX'd signal from normal to break, or from break back to normal.
Bit 2 – RX ready/FIFO full. See MR1, bit 6.
Bit 1 – TX Empty. Same as Bit 3 of SR.
Bit 0 – TX Ready. Same as Bit 2 of SR.

COUNTER REGISTERS (CTUR, CTLR, CTU AND CTL)

I've no space to document these. If you're interested, get hold of the data sheets for info!

BACK TO REALITY

And that's yer lot. Because this is incredibly technical *(Yes! Incredibly! Ed)* any examples I do will take up roughly a page, and another page of incredible technicalness will no doubt cause you all to flee screaming into the night. Have a fiddle around and see what happens, that's my advice. (But don't blow anything up.)

THOSE +D HOOK CODES

Richard Swann (for it is he) has managed to ferret out the elusive +D hook codes, thus allowing you to use this rather tremendous disk drive interface from machine code. Hurrah!

Use these hook codes in the usual way: ie do a RST 8/DEFB hook. All codes are listed in hex, with the decimal in brackets.

Code 33 (51) Transfer UFIA (more of that later) into the disk file channel area. The value in IX determines the base address of the UFIA.
Code 34 (52) Open a file sector map with the information in the disk file channel area.
Code 35 (53) Does both of the above codes, that is, it opens a file ready to save data to it. IX points to the base of the UFIA.
Code 37 (55) Save data to the current open file. DE=start address, BC=length.
Code 38 (56) Close a file. You have to do this when you have finished saving to a file.
Code 39 (57) Do the equivalent of a RST 10 (16) to the printer.
Code 3A (58) Do a SAVE SCREEN$ 1.
Code 3B (59) Get a file from disk ready for loading. IX points to the address of the UFIA. The first nine bytes of the file are always the last nine bytes of the UFIA, followed by the data for the file itself.
Code 3D (61) Load block of data from disk. DE=start address, BC=length. Remember the first nine bytes of the file are not part of the file. Don't read past the end of the file. (Crash!)
Code 40 (64) Reset drive to track 0.
Code 41 (65) Erase file on disk. IX=UFIA.
Code 42 (66) Do a SAVE SCREEN$ 2.
Code 44 (68) Read a sector from disk. A=drive, D=track, E=sector, IX=load address.
Code 45 (69) As above but writes a sector.
Code 46 (70) Opens or closes opentype file. If A=zero then the file is opened from the info in the disk file channel area (so use code 33 (51) first to transfer the UFIA). If A is non-zero then the stream with that value is closed.
Code 47 (71) Pages in +D ROM/RAM. OUT (E7), A (231 dec) to page the Speccy ROM.

UFIA

This is a 24 byte sector map, with lots of info.
Offset 0 Drive number (1 or 2)
Offset 1 Program number (opentype files)
Offset 2 Stream number (opentype files)
Offset 3 Device type ('d' or 'D' for disk)
Offset 4 Directory description
Offset 5 Filename in ASCII (10 bytes)
Offset 15 File type
Offset 16 Length of file (2 bytes) (Code only)
Offset 18 Start address (2 bytes) (Code only)
Offset 20 Variable length (2 bytes) (BASIC files only)
Offset 22 Line number for auto run (2 bytes) (BASIC files only)

The directory description byte is either 1 (BASIC), 2 (Num array), 3 (Char array), 4 (Bytes), 5 (48K snap), 6 (Microdrive file), 7 (SCREEN$), 8 (Special file), 9 (128K snap), 10 (Opentype file) or 11 (Executable file). The file byte is either 0 (BASIC), 1 (Num array), 2 (Char array) or 3 (Bytes).

CASE CLOSED!

(Detective shrugs on mac and picks up his worn, floppy hat). Well, it's time to pack up and go. (Detective turns to Speccy.) So long, and thanks for all the chips.

(An agitated Ed runs up to the detective and jabbers out a breathless confession.) I see. So you're actually from a small planet in the vicinity of Betelgeuse? Hmmm. Vogon constructor ships, eh? (Ed hands detective a packet of peanuts.) Just what are you insinuating by saying I don't need any more alcohol to cushion my system? (Hic.) Haha. (Ed presses small techy-looking device into detective's hands.) Oh. Right. The green button, eh? (Detective presses button. Detective and Ed dematerialise seconds before the planet fails to explode noisily.)

So it was all a mistake, then? The Earth wasn't destroyed by Vogons after all? Great. So where exactly are we? It looks like some sort of circus big top. (Detective and sheepish Ed round corner and come face to face with a squad of Killer Klowns.) Uh-oh. Well, readers, it looks as if I'll be traipsing the space lanes for the foreseeable future. Address any letters/comments/requests for data-sheets to Simon Cooke, Entropy, 18 Braemar Drive, Sale, Cheshire, M33 4NJ and they'll reach me eventually. Live long and prosper, and excuse me while I run for it. (Detective sprints off into distance, pursued by Killer Klowns. Big top drifts off into space and music swells in a neatly cinematic ending spoiled only marginally by the fact sound doesn't travel in space.)



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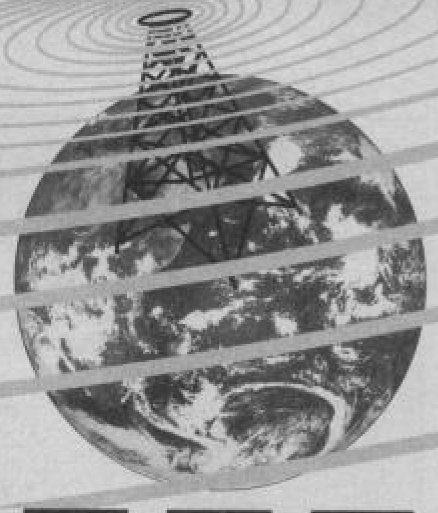
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DIAL HARD





With Simon Hindle

In a spook media crossover event sort of thang, Simon starts his comms column by referring to this month's Spec Tec Jr.

It's a hard life in communications. Today, for example, I've not only discovered it's the last issue of YS, but there's an agitated Ed's voice coming out of my radio and saying there are only minutes left until a Vogon constructor fleet destroys the Earth, and that it would probably be a good idea to translate myself into a stream of phone tones and modem up into a very safe circus tent currently orbiting the planet. Barely gives me enough time to round off Dial Hard in an exceptionally neat manner, really. (So I'd better get weaving then.)

Hayes-compatible modems

We finished off last month with a surprise twist ending revealing that you could indeed connect a modem other than a VTX5000 to your Speccy – something a bit further up the evolutionary scale, in fact, called a Hayes-compatible modem. You need a Speccy with a serial port (actually, a particular type of serial port) so if you've an Amstrad Speccy (a +2, +2A or +3) then you're in luck. All you need is a lead. Not a doggy lead, however, ha ha ha, what an amusing misunderstanding. No, you need an RS232-Modem connector lead, and you can get such a lead at most decent high street computer stores. They probably won't have the specific cable you want right there, but you'll be able to order one. It should cost around £8 and is worth every penny.

However! If you're a wiz with a soldering iron, you can use those skills together with the list of pin-outs at the back of your manual to make yourself a cable for about a quarter of the price. Hurrah! In true Blue Peter fashion, here's a list of ingredients. (It helps if you imagine it superimposed over a picture of John Noakes.) You'll need one (1) BT 6-pin IDC connector, one (1) 25-pin female D-type connector and one (1) Roll of 6-core wire. Also, one (1) List of pin-outs might be useful.

Everything mentioned above is available at Maplin's, Tandy and larger branches of Mothercare, but one of these is a clever ruse. By the way, if you buy the stuff from Tandy, it'll cost more than from Maplin (I seem to have given away the ruse, there) but there are more Tandy branches scattered around the plains of Britland, so there you go.

The amazing VTX5000 number list

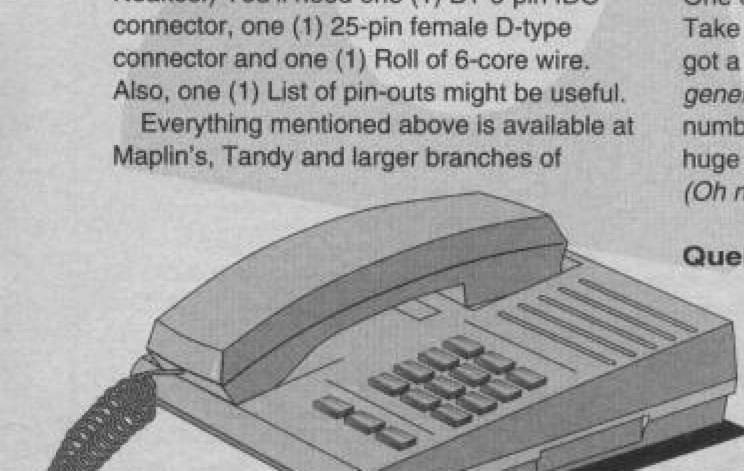
Oh blimey. Er, there actually isn't one. Y'see, Videotex (the standard supported by the VTX5000) is very rarely used these days, and after trying loads of places, I came to the conclusion that the official number list which you get with the VTX has all the numbers on anyway. (Oops.)

Shopping tales

One of the few is the home shopping network. Take a look around – your mum has probably got a home shopping catalogue. *(Hey! Nice generalisation, Simon. Ed)* Look up the modem number, log on with your VTX and run up a huge bill on your parents' credit cards! Hurrah! *(Oh no. Ed)*

Quelle dommage

It's a shame we're not all French, really, because the French have got this groovy service called Minitel, which is like Prestel but miles better. Still, Prestel isn't a bad place to start, and you may be able to pester BT into giving you a couple of days free trial access or something. (Hey, it's worth a try.)



Etiquette

Since all the previous Dial Hards prodded you in the direction of buying a VTX, it's only polite to deliver the promised massive list of VTX-compatible BBSs. But first, and quite cleverly linked by the politeness motif, a few words on comms etiquette.

There are a huge set of unwritten rules regarding conduct on BBSs – a sort of 10 Commsmandments if you like that sort of crap pun. Don't worry unduly if you break the rules sometimes – the Modem Police won't come and get you or anything. Probably. But I'll give you the basics, anyway, so you won't be inviting cruel ridicule every time you log on to a strange BBS. First of all: smileys.

Smileys convey the mood of the writer. To read them, you tilt them 90° counter-clockwise. They usually involve smiling (hence the name smileys, really). People labour night and day to create new ones and the whole thing is threatening to become a complete mini-language in an alarmingly true sense. Sort of like Egyptian hieroglyphics risen again, or something. Anyway, here's a general set to begin with.

:-)	General Smiley
:-(	General Upset Smiley
|-)	Robo Smiley
*:-)	Afro Smiley
;-)	Say No More Smiley
:^)	Smiley With Broken Nose
8-)	Smiley With Glasses
B-)	Bat Smiley
:-#	Smiley With Braces
+-(	Smiley With Hangover
=)	Baby Smiley

Next rule. Don't use just capital letters – it hurts the eyes. In other words, CAPSLOCKOVISION IS OUT! So is typing alternately in upper and lower case LiKe ThIs BeCaUsE It ReAlLy DoEs YoUr HeAd In AfTeR a WhILE. (Aarghh.) Also, don't ask too many questions – all modem users forget that they too were once beginners (the rogues) and will generally have a go at you if you pester them. (It's a good thing that I'm so nice really.)

One more thing. You might see people using numbers instead of letters – c u l8r m8 (see you later mate) is a good example. Don't do this. It looks incredibly crap.

Finis

At the risk of sounding like a BG Services representative (which I'm not, honestly. I certainly don't know anything about the numbered Swiss bank account) you really can't do better than drop a line to, er, BG Services, whether you want to know more about the VTX5000 or a Speccy-compatible Hayes-compatible modem, or, indeed, the comms scene in general. (They're ever so knowledgeable.)

As for me, I think I'll take the advice of my radio (setting the video to record Time Tunnel just in case it's a false alarm) and beam myself up to this circus tent. *(Oh no! Spec Tec Jr readers.)* Goodbye, all!

NUMBERS AND LETTERS

VTX-friendly BBSs – Aspects (061 792 0260), Sirius (081 542 3772) and Speed (0453 51112). Call Exnet on 081 297 1218 or 081 755 0077. BT Prestel is on 0800 200 700. Send a sae to BG Services, 64 Roebuck Road, Chessington, Surrey KT9 1JX for info on the trusty VTX5000, and Hayes-compatible modems.

COMPO WINNERS

It's compo winner time again! Hurrah! Unless you have to type in all the names of the winners, of course. In which case, Boo! *(Yes; boo. Jonathan)* Yup, below you'll find every single winner from every single compo we've run since February. Erm, except for a few we've missed out of course. Probably. Or something. Well, enough really short sentences. Let's roll out the YS tombola and see what Lady Luck has in store.

✪ The following clever crosswords/wordsearchers each win three games for their troubles...
C Cheetham, Chesterfield, Derbyshire (Feb ish); **J Dhillow**, Ripley, Derbyshire (March ish); **Lee Palfreyman**, Killamarsh, Sheffield (April ish); **Kraig Tudor**, Kidderminster, Worcs (May ish); **Simon Eade**, High Wycombe, Bucks (June ish); **Darren Langton**, Kirkby (July ish); **Alan Portman**, Mansfield, Notts (August ish) and **Mark Kirkham**, Nr B'burn, Lancs (September ish)

✪ Ah, true love, eh? Plenty of peeps were willing to express Dizzy's lurve for Daisy in poetic(ish) form. The winner of a bagful of Codies goodies is the bighearted...
Alastair Paul Findlay, East Goscote, Leicester
And the twelve runners-up who get a Dizzy poster are...
Darren Wigg, Lowestoft, Suffolk; **Garry Florence**, Gateshead, Tyne and Wear; **David Cook**, Wideopen, Newcastle upon Tyne; **Keith S Goldstraw**, Leek, Staffordshire; **Tom Abercromby**, Trowbridge, Wiltshire; **Russell Normington**, Ripon, N Yorkshire; **Andrew Humbles**, Rochester, Kent; **Steven Mullins**, Southampton; **Stephen Hannah**, Wallasey, Merseyside; **David Cole**, Middlesbrough, Cleveland; **Daniel Thornton**, Peterbrough, Cambs and **Ian Hewett**, Pellergaer, Swansea

✪ While these five lucky fellows win a load of trendy skateboard gear from Leisurescape...
L Griffiths, Quedgely, Glos; **Terry Davis**, Chilcompton, Bath; **Peter Christopher Mitchell**, Nr Slough, Berkshire; **Edward Williams**, Exmouth, E Devon and **Eoin Coull**, Ross-shire

✪ Spelunking ahoy! These five fine frisky filibusters win a bunch of Zenobi adventure games...
Kenneth Spoors, Peterlee, Co Durham; **Robert Challis**, Linton, Cambridge; **Steve Clay**, Ellesmere Port, S Wirral; **T Pariss**, Bournemouth, Dorset; **Spencer Laurence**, St Austell, Cornwall and **Paul Doggett**, Norwich, Norfolk

✪ In space, no-one can hear you play music! Unless you've just won a funky CD ghettoblaster courtesy of Gremlin in our *Space Crusade* compo of course. That winner is...**Patrick Davy**, Athens, Greece! Gasp! Ten copies of the board game go to... **Mark McGee**, Macclesfield, Cheshire; **Pete Pointon**, Walsall, W Midlands; **David Woodford**, Arreton, Isle of Wight; **Brian Connolly**, Co Cork, Ireland; **Alan Scrivens**, Chessington, Surrey; **Mark Watkins**, Kingstone, Hereford; **Martin Henderson**, Shetland, Scotland; **Thomas Hopkins**, Huddersfield, W Yorks; **Thorsten Duder**, Germany and **Neil Lofts**, Paddockwood, Kent

✪ Hello hello hello! It's a list of the *Bonanza Bros* T-shirt winners from the compo of a similar name. US Gold gave us one hundred to give away, and we've still got seventy-two left! But the bods who get to wear Robo and Mobo are...
Iain Wilson, Gedling, Notts; **James Mitchell**, Peterborough, Cambs; **Matthew Jobson**, Dartford, Kent; **Steven Payne**, Ladywell, London; **Christopher Large**, Swadlincote, Derbyshire; **Julie Foxcroft**, St Ola, Orkney; **Brian Lycett**, Lings, Northampton; **Joj Harttrup**, Putley, Surrey; **Jeremy Buxton**, Yeovil, Somerset; **Duncan McKinney**, Broadstairs, Kent; **Michael Brannan**, Bedford, Beds; **Derek Cameron**, Dingwall, Ross-shire; **Simon Jackson**, Exeter, Devon; **Ian Phillips**, Colerne; **Alan Portman**, Mansfield, Notts; **David Bratt**, Largs, Ayrshire; **Justin O'Brien**, Eastbourne, E Sussex; **Marc Horton**, Bargoed, Mid Glamorgan; **Luke Kavanagh**, Worthing, W Sussex; **RF Harrington**, Torquay, Devon; **Helen Dodsworth**, Stockton-on-Tees, Cleveland; **Mark Adamson**, Wisbech, Cambs; **Michael Sawyer**, Laleham, Middlesex; **Alistair Russell**, Kirkcudbright; **Kevin Talbot**, Liverpool 8; **Andrew Malcolm**, Norwich, Norfolk; **Nick Jenkin**, Truro, Cornwall and **A Prestwood**, Cleethorpes, S Humberside

✪ Slippery slimies! Our *Steg* compo brought a fat response. The caption that most tickles our funnybones (and wins a beaut CodeMasters ghettoblaster) belongs to...
David Rees, Sanderstead, Surrey! Twenty runners-up get a slobbery *Steg* T-shirt and they are... **John S Brownbill**, Stroud, Glos; **Russell Johnstone**, Inverness, Scotland; **Wez Parks**, Weymouth, Dorset; **G White**, Doncaster, S Yorks; **R Languedoc**, Bradford, W Yorkshire; **Jon Rose**, Bognor Regis, W Sussex; **Steve Anderson**, Gloucester; **Daniel Swain**, 11 Egginton Rd, Hilton, Derby; **Emil Goedkoop**, The Netherlands; **Kristian Didymus**, Waltham Cross, Hertfordshire; **Ben Lount**, Tregaron, Dyfed; **Andy Brendt**, Ipswich, Suffolk; **Paul Scott**, S Shields, Tyne and Wear; **Salomao Nunes**, Switzerland; **Simon Ginsberg**, Perrybarr, Birmingham; The graphics are ace and the gameplay's.... oh rats, I'm on the wrong page; **Jamie Cochrane**, Haslemere, Surrey; **Christopher Nash**, Stockton-on-Tees, Cleveland; **Philip Rowe**, Rhondda, Mid Glamorgan; **D Crook**, Luton, Beds and **Lee Shaw**, Gwelfor, Prestatyn, Clwyd

✪ Time for a Jeff Bridges video! The following five Spec-chums get a chance to see Medusa Video's Timescape at home... **D Pledge**, Stapleford, Notts; **AJ O'Neill**, Co Wicklow, Eire; **C Fletcher**, Crook, Co Durham; **TJ Prior**, Bridgewater, Somerset and **Kevin Coates**, Southport, Merseyside

✪ Black eye city! One hundred people win a copy of Beyond Belief's *Devastating Blow*, and they are...
Richard Dawson, Maidstone, Kent; **K Franklin**, Stanley, Co Durham; **David Foster**, Leiston, Suffolk; **Philip Keaveney**, Co Roscommon, Eire; **Gavin Hedge**, Newport Pagnell, Bucks; **Jamie Boyd**, Bainsford, Falkirk; **Robert Harty**, Ealing, London; **Kate Lesley Clark**, W Auckland, Co Durham; **Chris Thompson**, Harrogate, N Yorks; **R Ferguson**, Glasgow; **Angus Elliott**, Chester-le-si, Co Durham; **David Stone**, Renfrewshire, Scotland; **Alexis Haynes**, Newton Farm, Hereford; **Thomas Clark**, Sutton Coldfield, W Mids; **Gareth Mills**, Wallington, Surrey; **Ian Batchen**, Astley, Manchester; I think I'll go and watch Mr Pinner's Cycling Tour *(No you won't there are still 84 names to go. Ed)*; **P Compton**, Stamford, Lincs; **Christopher Penn**, Canvey Island, Essex; **Kevin Bayne**, Fife, Scotland; **Paul Skingley**, Nordelph, Norfolk; **KM Walker**, Tetbury, Gloucestershire; **Paul Winter**, Plymouth, Devon; Do you realise this is the only page everyone will read? It's a mercenary world we live in; **Anon O'Anon**, Barnsley, S Yorks; **Neil Hutcheon**, Brechen, Angus; **Tung Tse**, Kilburn, London; **Chris Rowe**, Exmouth, Devon; **Paul Buckingham**, Great Barr, Birmingham; **Arthur A Anon**, Taunton, Somerset; **Ben Adams**, Solihull, W Midlands; **Neil Mortimer**, Alleton Bywater, Castleford; **Edward Thomas**, Coventry; **Michael Would**, Hull; **Nick Bennett**, Hall Green, Birmingham; **Mark Parry**, Liverpool; **Ian Wood**, Hall Green, Birmingham; **Mark O'Donnell**, Preston, Lancs; **James Roberts**, Fareham, Hampshire; **Andrew Malcolm**, Norwich, Norfolk; **Michael Baker**, Littleover, Derby; **Paul Ingram**, Huntingdon, Cambs; **Jamie McDonald**, Helensburgh, Scotland; **David Bratt**, Largs, Ayrshire; **James Taylor**, Urmston, Manchester; **Jason Moore**, Nuneaton, Warks; **William Dell**, Galashiels, Scotland; **Andrew Memington**, Salford; **Matthew Fippard**, Melton Constable, Norfolk; **Jamie Paul Kelly**, Chuckery, Walsall; **John Scothern**, Kirkby-in-Ashfield, Notts; **Kevin M Gentry**, Thundersley, Essex; **Neil Lofts**, Paddock Wood, Kent; Hello, and welcome to the middle of the list of winners *(That's enough Monty Python plagiarism. Ed)*; **David Williams**, Cardiff; **Eoin Coull**, Ross-shire; **Michael Hennessy**, Bangor, Co Down; **Christopher Key**, Scunthorpe, S Humberside; **Richard Hulford**, Dutton, Kent; **Ben Bailey**, Burton-on-Trent, Staffs; **Alan Portman**, Mansfield, Notts; **David Connolly**, Gateshead, Tyne and Wear; **Robert Bishop**, Morriston, Swansea; **Allan Duah**, London; **Steven Hands**, Fife, Scotland; **Paul Wood**, Blackpool, Lancs; **Owen Callanan**, Foxrock, Dublin 18; **Timothy Gawthorpe**, Stonehouse, Gloucestershire; **S White**, Jarrow, Tyne and Wear; **Ross Mackinnon**, Wick, Caithness; **Matthew Whitehead**, Portsmouth, Hants; **Brian Connolly**, Skibbereen, Co Cork; **Alan Forbes**, Giffnock, Glasgow; **Emma Clark**, Ferryhill, Co Durham; **Dale Jones**, Droylsden; **Andrew Nutman**, Harefield, Southampton; Oh no. I've just realised – even after I've typed all these names, I still have to send out the prizes; **B Neal**, Morriston, Swansea; **Alex Kinninmonth**, St Andrews, Fife; **I Taylor**, Urmston, Manchester; **Matthew Harris**, Huntington, York; **PA Norton**, Breightmet, Bolton; **David Bull**, Farnham, Surrey; **AJ Bingham**, Rushden, Northants; **KB Matthews**, Croydon, Surrey; **Craig Sinclair**, Ralston, Paisley; **Michael Weatherburn**, Churchill Hospital, Oxford; **Dean Perry**, Northfleet, Kent; **L Richards**, Plymouth, Devon; **Little Jimmy Anon**, Liverpool, Merseyside; **Bill Burton**, Bromley, Kent; **J Phillon**, Ripley, Derbyshire; **Lee Pilich**, Doncaster, S Yorks; **Alistair Findlay**, E Goscote, Leicester; **J Shearing**, Caterham, Surrey; **Wayne Strudwick**, Lincoln; **Phillip Brooks**, 57 Timsbury Cres, Havant, Hants; **Rick White**, Doncaster, S Yorks; **Paul Carnwath**, Crombie, Fife; **Andrew Holmes**, Huby, Leeds; **Antony Ditchburn**, Maryport, Cumbria; **AJ Worsfold**, Carshalton, Surrey; **K Burt**, 26 Redhouse, Bordon, Hants; **Neil Currie**, Clydebank, Strathclyde and **Mark Holt**, Blackpool

✪ Banish those somnabulism blues with Zeppelin's *Sleepwalker* portable TV/clock radio! The winner of this splendiferous item is the illustrious...
Captain Television (aka Tom Courdrey), Wollston, Nottis
While twenty-five snoozy runners-up win copies of the game itself... **S Lennon**, Crewe, Cheshire; **Alan Scrivens**, Chessington, Surrey; **Fay V Stodart**, Fordingbridge, Hampshire; **Derek McArtney**, St Marys, Dundee; **Lewis Burrows**, Saltash, Cornwall; **SL Juggins**, Cheltenham, Glos; **Helen Bray**, Waterlooville, Hants; **Marc Horton**, Gilfach, Bargoed; **Jon Rose**, Bognor Regis, W Sussex; **Daniel Hunt**, Walkden, Manchester; **Haydn Kane**, Guildford, Surrey; **Luke Webb**, Fareham, Hampshire; **Steven Flaxton**, Hythe, Kent; **Andy Hoare**, Stevenage, Herts; This don't look like Florida Beach. I knew I should've taken that left turn at Albuquerque *(Cease these baffling film quotes you naughty person. Ed)*; **Benn Faulkner**, Freshwater, Isle of Wight; **D Harris**, Wyesham, Monmouth; **Micheal Abbott**, Blackburn, Lancs; **Justin Williamson**, Kirkintilloch, Glasgow; **Liell Plane**, Glasgow; **Steven Beth**, Cheltenham, Glos; **D Nelson**, Newcastle-on-Tyne, Tyne and Wear; **Matthew Powell**, Highbridge, Somerset; **Fiona Wilkie**, Hamilton, Lanarkshire; **Robin Smith**, S Ruislip, Middlesex and **Kristian Didymus**, Waltham Cross, Herts

✪ Phwoar! Get down to some serious reading with a Batman the Movie book and the Fleetway Editions graphic novel Judgment On Gotham... **Lee Howi**, Blantyre, Scotland; **Gurdeep M**, W Bromwich, W Midlands; **B Burton**, Bromley, Kent; **Tung Tse**, Kilburn, London and **Petros Davakis**, Athens, Greece

✪ There's only one Gary Lineker! (Actually there are at least three, and one's a plumber's mate from Barnstaple, but that's beside the point.) Step up, winners of US Gold's signed footballs... **R Languedoc**, Bradford, Yorks; **Kevin Dempster**, Workington, Cumbria; **L Smith**, Ely, Cardiff; **Stuart Tracey**, Bridgwater, Somerset and **Dale Moss**, Scunthorpe, S Humberside

✪ Cracking copies of Hi-Tec's Potsworth and Co and The Jetsons go to these Spec-chummy people... **Mark George**, Bournemouth, Dorset; **Simon Hessett**, Ettrick and Lauderdale, Scotland; **Karen Walker**, Tetbury, Glos; **Eoin Coull**, Ross-shire and **James Pope**, Peckham, London

✪ Who gets to float away with an armful of Osborne books then? Why, none other than... **Rick White**, Doncaster, S Yorks

✪ Bangers and Mash, eh? Erm, these ten people have won copies of the game courtesy of Alternative. Basically...
Mark O'Donnell, Preston, Lancs; **A Edginton**, Hampden Rd, London; **Andrew Stokoe**, Wilmslow, Cheshire; **Tim Prior**, Northpetherton, Somerset; **Gavin Smith**, Belfast, N Ireland; **Paul Mayo**, BFPO 8; **Graham Parsons**, Malvern, Worcs; **Ian Lockwood**, Southport, Merseyside; **Liam Gulloch**, Castle Town, Caithness and **B Burton**, Bromley, Kent

✪ Who needs some education? Erm, let's drop the subject before things get a little personal, eh? In the meantime, the following folk have won copies of Database's *Fun School* programs... **Pixies Sunshine Nursery**, Hobnock Rd, Bessington (under fives); **DA Hall**, Solihull, W Midlands (five to seven); **Mark Kegg**, Barrow-in-Furness, Cumbria (over sevens); **Andrew Cain**, Sheffield, S Yorks (over eights)

✪ Inigo Inigo, who are you? Five clever people knew, and they've won themselves a load of US Gold/Indiana Jones gear. Hurrah for... **Chris Scott-Reed**, Selly Oak, Birmingham; **Lars Blom**, The Netherlands; **Matthew Welsh**, Wickham Bishops, Essex; **Robert Baker**, Huyton, Liverpool and **J Fitzpatrick**, Duston, Northampton

✪ Well, we certianly couldn't catch you out on your Greek mythology. Polite applause for the following peeps, who've won themselves copies of the ever so spanky *Myth*, thanks to the folk at Kixx... **Martin Pullinger**, Hitchin, Herts; **D Crook**, Luton, Beds; **Ian Lockwood**, Southport, Merseyside; **Stuart Lockie**, Roxburghshire, Scotland; **James M Collett**, Godalming, Surrey; **Matthew Bruce**, Bickley, Kent; **Amy Capes**, Newcastle-upon-Tyne; **Robert Warden**, Darlington, Co Durham; **Alan J Logie-Campbell**, Cheltenham, Glos; **Paul Edwards**, Sutton Coldfield, W Midlands; **Richard Aubrey**, Forest Gate, London; **Andrew Wood**, Grampian, Scotland; **Luis Manuel Almeida Amaral**, Luxembourg; If I keep ever so quiet, maybe the Ed won't find me here *(Boo! Ed)* Eek!; **Gill Mae**, Kettering, Northants; **Malcolm Dodds**, Larbert; **James D'alley**, Orpington, Kent; **Brian Wright**, Crawley, Sussex; **David Corcoran**, Southport, Merseyside; **Gordon Wallis**, Greenford, Middx; **Simon Eade**, High Wycombe, Bucks; **B Allen**, Settle, N Yorks; **Russel McLean**, Gateside, Fife; **John Bond**, Fareham, Hampshire; **Gareth Hacking**, Alergele, Clwyd and **Arthur J Shawdwarf**, Shaw, Oldham

✪ Holy Warholesque Symbolism! (Or something.) Five Bat-fans have won copies of Ocean's *Batman Trilogy*, and they are... **Robert Purdy**, N Weston, Portishead; **Gary Slevin**, Wigan, Lancs; **C Thomson**, Banbury, Oxon; **David Hebblethwaite**, Huddersfield, W Yorks and **Steven Vosper**, Withernsea, N Humberside

✪ There's only one Emlyn Hughes. (Oh hang on, we've done that one.) Anyway, the following fifteen readers have won Touchdown T-shirts and cuddly green mini-footballs... **Alan Forbes**, Giffnock, Glasgow; **Iain Spence**, Cramlington, Northumberland; **Stuart Wright**, Colchester, Essex; **Justin Kirkman**, Western Pack, Leicester; **Richard Spandley**, Midhurst, W Sussex; **Jon Scargill**, Ossett, W Yorkshire; **Mac Horton**, Gilfach, Bargoed; **Alan Scrivens**, Chessington, Surrey; **Andy Hoare**, Stevenage, Herts; **Peter Carvill Jursior**, Runcorn, Cheshire; **David Thomas**, Dagenham, Essex; **Steven Vosper**, Withernsea, N Humberside; **Kristian Didymus**, Waltham Cross, Hertfordshire and **Matthew Gregory**, Newport, Gwent; **J Swankie**, Netherton, Wishaw

Phew! I thought we'd never get to the end. (But we did.) My wrists hurt. But anyway. Didn't spot your name in that little lot? Never mind. There's always next time, eh? *(There's something really odd here, but I can't quite put my finger on it. Andy)*

RICH'S GUIDE TO YS LINGO

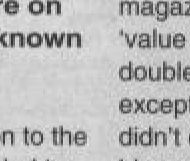


Good evening. If you'd care to take your seats, Professor of Linguistics Rich Pelley will begin his lecture on the peculiar subset of English known as 'YS-speak'. Or something.

Well, Spec-chums, for my contribution to the last ever YS I've been gently persuaded to present a small study into **YS-speak**. The spooky thing is though that as a reader or, indeed, writer for YS you can't help but pick up on the lingo used in the mag and start using it yourself. Actually, I seem to have started doing it already by addressing you, the readers, as **Spec-chums**; 'Spec-chums', I hazard, because you own a 'Spec'-trum, and you are our 'chums' for buying a copy of our magazine. A bit further along I've also used the word **spooky**. My research suggests that, along with the word **blimey**, its arrival coincided with that of Matt Bielby. In fact, during Matt's reign as Ed, these words appeared in the mag at times more frequently than full stops. Further research suggests that this was caused by a mildly troubled upbringing coupled with an extroverted inferiority complex complicated by primary imbalance, or something. (A YS phrase in itself, spookily enough.) (Yikes.)

Viz

Viz magazine can also be held responsible for many of our idioms – or more precisely the Viz supplement we gave away with issue 25 when far more people had heard of (and bought) us than them! Implementing the word **fnar** after everything that sounded a bit rude (this of course proved fatal in a magazine where 'joysticks', 'tips' and, er, 'value for money' were commonplace), double 'fnars' for special occasions and, in exceptional cases, 'fnars' after words that didn't even sound rude at all seemd a good idea at the time. You weren't 'barking mad' or 'rather weird', you were **completely hatstand**. And if, as a writer, you weren't sure about a fact, rather than spend a precious few seconds checking your sources you simply tacked a bracketed **probably** after the dubious info. Lying, too, was no problem – the addition of a simple sarcastic **honest** let you off the hook.



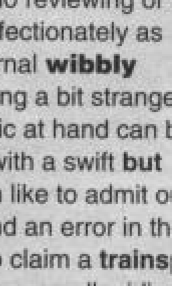
The Voice Of God
(A-ha ha ha. Ed)

The Ed's brackets have led a life of their own during YS, and I'm sure the collective Editorship won't mind me borrowing a few of them here to set as examples. The purpose of these brackets, as in magazines all over the world, is to remind everyone who's boss. When expressing any form of opinion, the humble staff writer or freelancer lives in permanent dread of such remarks as ***(Eh? Ed)***, ***(You're fired. Ed)***, ***(Are you quite sure about this? Ed)***, and ***(Don't listen to this person – they are quite clearly mad and will be shot at dawn. Ed)*** appearing when he or she re-reads their own article a month or so later. It is this sort of thing that fills the hearts of a magazine's staff with love and harmony for their Editor – not! (Luckily YS never seems to have succumbed to the perils of Wayne's World-y slang. This can most certainly be looked upon as a very good thing indeedy.)

Er, what else? Well, there are everybody's favourites, **er**, **um** and **erm** (with derivatives of anything from one to 100 r's and m's), and there's the fact that everybody seems to say **and there's the fact**. In addition, YS has poured scorn over the traditional concepts of grammar and sentence construction. Not for us the short, easily legible sentences of dry, unfunny textbooks; we prefer several short, easily legible sentences patched together with stale conjunctions in order to make a long, unreadable one (invariably and in fierce defiance of the educational establishment starting with **well**). YS and 'correct' English are strange bedfellows (to use a spooky sort of phrase – oh no!). We don't like to say things are diabolical, deplorable or tragic, we prefer to say they are **crap**. Bits of reviews or articles that serve no reviewing or articley purpose are known affectionately as **wibble**, with its fraternal **wibbly** describing people 'going a bit strange'. Any deviation from the topic at hand can be brought back on line with a swift **but anyway**, and we even like to admit our mistakes. Having found an error in the mag, readers can write in to claim a **trainspotter** (but will probably end up cruelly ridiculed).

Praise heaped upon praise

Synonyms of 'it's quite good actually' abound. In fact, every other word in YS means 'it's quite good actually'. Probably. We use **corking**, **snazzy**, **beaut**, **smart**, **nifty**, **gurt lush**, **gorge**, **peachy swell**, **fab** and **marvy** to name but a few – even **wazzy** until someone pointed out it meant **crap**. Erk.



Exclamations

YS-speak really comes into its own with exclamations. Whatever your mood, YS has a word for you, or something. (Oh no!) (Yikes!) *(Snip! Ed)* The world-famous **hurrah!** has served us well over the years, as has the alarmed **yikes!**. **Wagga wagga** was in vogue during the T'zer years, and Duncan McDonald attempted to impress his very own **yibble** on the populace (but unsuccessfully, as nobody was as completely hatstand as Dunc). How well we remember **oh no!** and **oops!** (the YS equivalents of 'It's a nuclear attack', and 'I think I've just set off a nuclear attack' respectively).

Apologetic? Try a fresh **ahem**. Relieved? **Phew** fits the bill. A bit antagonistic? You need a newly-picked **you bast!**, pronounced, of course, with a long 'a'. The list goes on and on, most probably terminating with a **slap!** from the Ed.

Well then, I've almost come to the end of my word count and I haven't even got round to mentioning **hmmm**, **squillions**, **utterly ber-illiant** (or is that Timmy Mallett?) or **oo-er**. In factt I've completely run out of page and am going to have to stop there. (Except, of course, to point out that that we vastly overuse the phrase 'in fact'.) (And brackets too.) Class dismissed. *(Hurrah! Ed)*

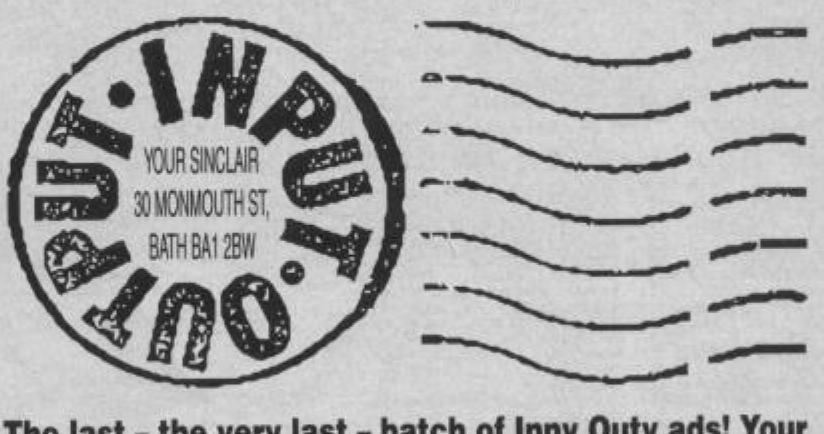


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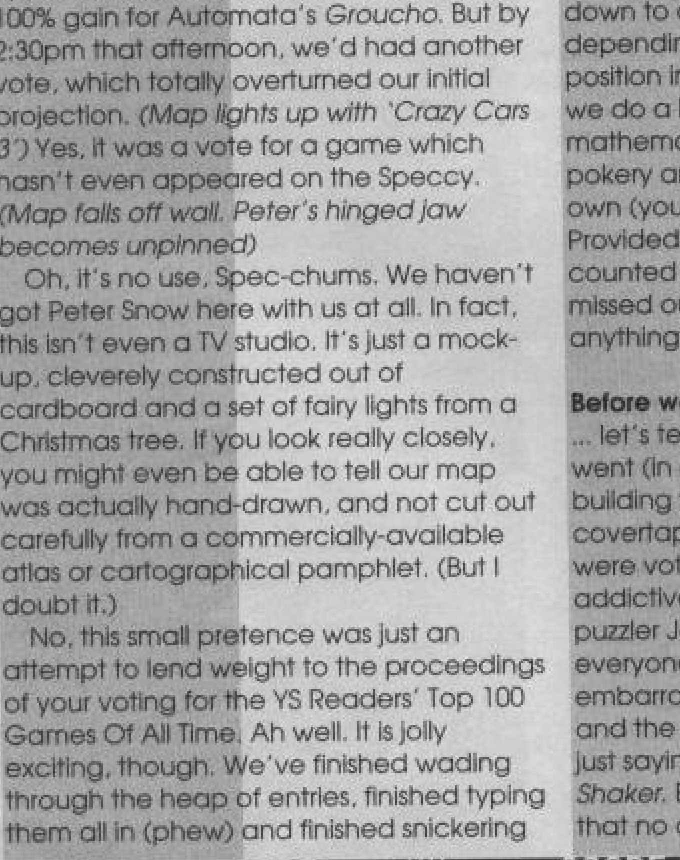
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THE RESULTS!

(Fade in on badly-constructed cardboard puppet of Peter Snow)

PETER *(waggling his mouth out of synch)*: Well, the excitement here has reached fever pitch. The voting started a month ago, promptly at midday, and they're still coming in thick and fast from all over the world. If you look at the map behind me *(gestures to scrappily-drawn map of the world which has two Australias and no South America at all)* you can see what would happen if the initial vote was repeated across the globe. *('My Name Is Uncle Groucho, You Win A Fat Cigar' appears in lights all over the map)* Yes, a 100% gain for Automata's *Groucho*. But by 2:30pm that afternoon, we'd had another vote, which totally overturned our initial projection. *(Map lights up with 'Crazy Cars 3')* Yes, it was a vote for a game which hasn't even appeared on the Speccy. *(Map falls off wall. Peter's hinged jaw becomes unpinned)*

Oh, it's no use, Spec-chums. We haven't got Peter Snow here with us at all. In fact, this isn't even a TV studio. It's just a mock-up, cleverely constructed out of cardboard and a set of fairy lights from a Christmas tree. If you look really closely, you might even be able to tell our map was actually hand-drawn, and not cut out carefully from a commercially-available atlas or cartographical pamphlet. (But I doubt it.)

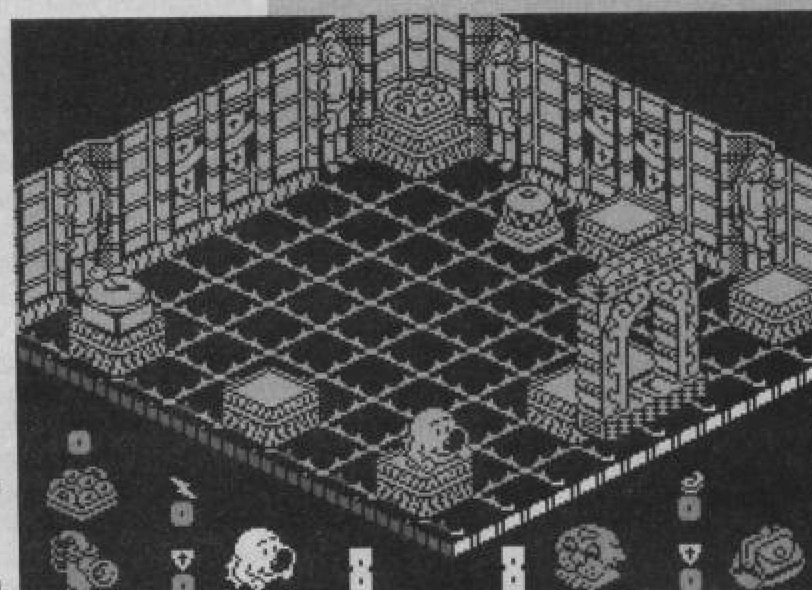
No, this small pretence was just an attempt to lend weight to the proceedings of your voting for the YS Readers' Top 100 Games Of All Time. Ah well. It is jolly exciting, though. We've finished wading through the heap of entries, finished typing them all in (phew) and finished snickering at the people who put *Street Fighter 2* as their number one game. (Not really.) (Well, yes, actually.) So it looks as though this may be the ideal time to tell you the results.



Street Hassle! It could be a really strong contender for the Readers' Best Game Of All Time! Well, possibly. Actually, not at all. But Jonathan really likes it, and insisted we print this picture.

How it all worked

You'll recall (probably) that the voting works like this: we take your top ten games and award points, from ten down to one, depending on their position in the list. Then we do a bit of mathematical jiggery-pokery and lo! your own (your very own) Top 100 list is born. Provided we haven't accidentally counted a couple of games twice. And missed out some others entirely. Or anything. Hahaha.


Head Over Heels! It's one of the best games in the world! But do you agree? Actually, why am I asking you that? What a stupid question. All you've got to do is to turn the page to find out the answer. There's no suspense or tension or anything. Dear oh dear.

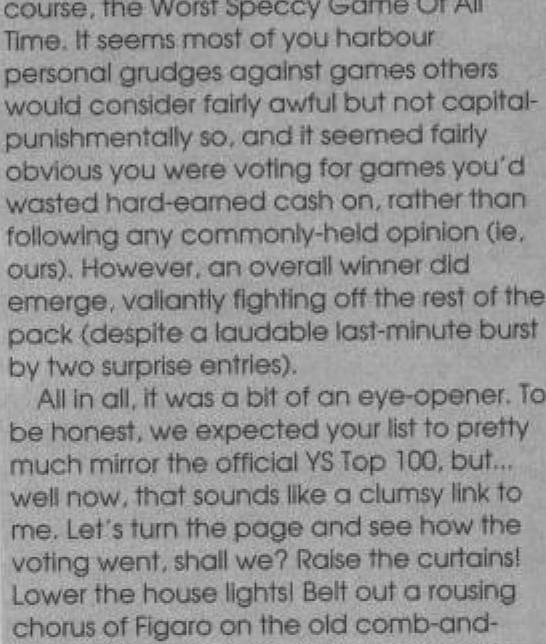
Before we join the judges

... let's tell you a bit about how the voting went (in a non-commital, suspense-building fashion). For a start, the YS covertapes came off rather well – there were votes for games like the incredibly addictive tile-matcher *Peking*, the Polish puzzler Jonathan was crap at (but everyone else in the universe found embarrassingly easy, apparently) *Logo*, and the wonderfully fab (and we're not just saying that) *Boulderdash* clone *Earth Shaker*. Even more heartening was the fact that no one voted a YS covertape game as their worst of all time (so we must have been doing something right).

Adventures came off well as well (so to speak), with Fergus McNeill games like *The Big Sleaze* and *The Boggit* attracting votes like someone with a bag of sweets attracts friends, and the St Brides laugh riot *The Very Big Cave Adventure* also winning you over. And then there were the Really Odd ones: an entire Top 10 of SAM games (that must have taken a bit of thinking about, yock yock) and (inevitably) one little tinker voting for all the *Dizzy* games. How we laughed, later over tea.

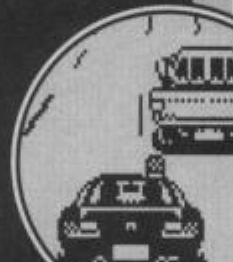
The least predictable category was, of course, the Worst Speccy Game Of All Time. It seems most of you harbour personal grudges against games others would consider fairly awful but not capital-punishmentally so, and it seemed fairly obvious you were voting for games you'd wasted hard-earned cash on, rather than following any commonly-held opinion (ie, ours). However, an overall winner did emerge, valiantly fighting off the rest of the pack (despite a laudable last-minute burst by two surprise entries).

All in all, it was a bit of an eye-opener. To be honest, we expected your list to pretty much mirror the official YS Top 100, but... well now, that sounds like a clumsy link to me. Let's turn the page and see how the voting went, shall we? Raise the curtains! Lower the house lights! Belt out a rousing chorus of Figaro on the old comb-and-paper, because here come the results! *(What a showman. Andy)*


Street Fighter 2! Some people actually voted this their best ever Speccy game! And it's these people our organisation was set up to help, so please, please give generously.

The Your Sinclair Readers' Top 100 Games Of All Time

1 Chase HQ
2 Rainbow Islands
3 R-Type
4 Sim City
5 Chaos
6 Manic Miner
7 Elite
8 Back To Skool
9 Robocop
10 3D Deathchase
11 Midnight Resistance
12 Myth
13 Target; Renegade
14 Head Over Heels
15 Mercenary
16 Laser Squad
17 Lotus Esprit Turbo Challenge
18 Spellbound Dizzy
19 Quazatron
20 Lemmings
21 Lords Of Chaos
22 Knight Lore
23 Skool Daze
24 Space Crusade
25 Lords Of Midnight
26 Op Wolf
27 Starquake
28 Chuckie Egg
29 The Great Escape
30 3D Ant Attack
31 Commando
32 Rebelstar
33 Jet Set Willy
34 New Zealand Story
35 Peking
36 Turrican
37 Fantasy World Dizzy
38 Football Manager 2
39 Gauntlet
40 Jack The Nipper
41 Pang
42 Smash TV
43 Atic Atac
44 Rodland
45 The Way Of The Exploding Fist
46 Carrier Command
47 Super Off Road Racer
48 Renegade
49 Spy Vs Spy
50 Football Manager
51 North And South
52 Robocop
53 Total Recall
54 F16 Combat Pilot
55 Rebelstar 2
56 Slightly Magic
57 Auf Wiedersehen Monty
58 Bubble Bobble
59 Turbo The Tortoise
60 Golden Axe
61 Hero Quest
62 Monty Python's Flying Circus
63 Switchblade
64 Turbo Esprit
65 Bomb Jack
66 Contact Sam Cruise
67 Sabre Wulf
68 The Hobbit
69 Wonderboy
70 Crystal Kingdom Dizzy
71 Doomdark's Revenge
72 Hudson Hawk
73 Jetpac
74 Match Day
75 Pyjamarama
76 Tetris
77 Alien
78 Arkanoid
79 Cybernoid
80 Dan Dare
81 Flying Shark
82 Fred
83 Horace Goes Skiing
84 Popeye
85 Stunt Car Racer
86 Block Dizzy
87 Continental Circus
88 International Matchday
89 Kwik Snax
90 Mr Freeze
91 Nodes Of Yesod
92 Pacmania
93 SAM Astroball
94 The Wild Bunch
95 Trashman
96 Where Time Stood Still
97 Underwurlde
98 Batty
99 Nigel Mansell's World Championship
100 Moon Strike



And there you have it. To be honest, *Chase HQ's* spectacular victory was a bit of a surprise – we were confidently predicting that the all-powerful *Rainbow Islands* would sweep into the top slot, and were expecting the hotly contested number two posish to be occupied by either *R-Type* or *Chaos*. As it was, a late burst from *Sim City* saw off the wizardy wargame, but *Chase HQ* leapt out of nowhere to finish ahead of the pack. It was a dashed close affair – *Rainbow Islands* lost by seven points – but you could hear the murmurs as the Mac sorted out the votes and printed up the names of the winners. 'Blimey,' the murmurs went. 'That was a bit of a surprise.'

Moving down the list, we were happy to see both the *Skool Daze* games and *Contact Sam Cruise* making an appearance (surely three of the most original games ever) and the huge number of votes for the YS covertape game *Peking* was really cheering, as was *Nige Mansell's* Number 99 spot because it obviously meant that after sending off the SOS coupon, people had gone out and bought the game.

128K owners were well-represented, with *Pang, Where Time Stood Still* (a fantastically atmospheric 3D Doug McClure-'em-up) and *International Matchday* (and *Nige*, of course) sailing in despite not being available for the 48K Speccy. And the SAM world was unanimous in declaring the grippingly addictive *Astroball* the best gameon their machine, with *Prince Of Persia* (the only serious contender) dropping out fairly early in the game.

Surprise entry of the list had to be *Horace Goes Skiing* – we thought it the worst of the Horace trio, but you evidently took the alpine adventures of the mutated blue blob to your hearts. Or something.

The Worst Game Of All Time

Now this was fun. The majority of you included a personal worst with your Top 10, and it was crystal-clear from the outset what was going to come top of the heap. But apart from this one title, nearly everybody differed in their opinion of what was the nadir of Speccy gamedom – *Friday The 13th, Highlander, Out Run Europa, Bomb Jack 2, Spitting Image, Graeme Souness Soccer Manager* and *Zip Zap* were just about the only ones to get more than a single vote. In the end it came down to a not-very-close contest between three games – Zeppelin's *Santa's Xmas Caper*, Alternative's *The Official Father Christmas* (spook!) and The Game We're Really Milking For Suspense. (Ho ho.) Of the two seasonal numbers, *Santa's Xmas Caper* managed to limp ahead in the closing stages, but it still didn't manage to get quite half the number of votes as the winner. Yes folks, the Number One Worst Speccy Game Of All Time is, of course, *Count Duckula 2. (Told you! Ed)* Alternative, and the unknown programmer responsible, we salute you.

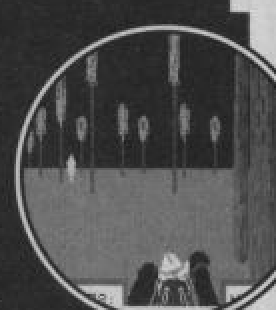


The dead important bit

Lawks a lordy, we almost forgot to pick a winner. The recipient of ten fab games (almost guaranteed to be *Count Duckula 2* free, ho ho ho) is (rustle rustle) Garry Lancaster of Bristol in Somerset, an active member of the Save Avon Project! *(So it might be an idea to change that to 'Bristol in Avon' then. Ed)*

The Your Sinclair Official Top 100 Games Of All Time

1 3D Deathchase
2 Rebelstar
3 All or Nothing
4 Stop the Express
5 Head Over Heels
6 R-Type
7 The Sentinel
8 Rainbow Islands
9 Boulderdash
10 TLL
11 Sim City
12 Carrier Command
13 Chuckie Egg
14 Ant Attack
15 Lords of Midnight
16 Elite
17 Starquake
18 Underwurlde
19 Back to Skool
20 Spy vs Spy
21 Alien
22 Chase HQ
23 The Great Escape
24 Starstrike 2
25 Manic Miner
26 Lightforce
27 Super Hang-On
28 Deactivators
29 Think!
30 Nebulus
31 Lunar Jetman
32 Jet Set Willy
33 Knight Lore
34 Deus Ex Machina
35 I, Ball 2
36 Cybernoid
37 Lode Runner
38 Gauntlet
39 Mercenary
40 Highway Encounter
41 Fantasy World Dizzy
42 The Hobbit
43 Midnight Resistance
44 Rescue
45 International Match Day
46 Bobby Bearing
47 Antics
48 Renegade
49 Tetris
50 Enduro Racer
51 Robotron
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63 Scrabble
64 Buggy Boy
65 Batty
66 Splat!
67 Way Of The Exploding Fist
68 Tapper
69 Match Point
70 G-Force
71 Frankie Goes To Hollywood
72 Hijack
73 Popeye
74 Pang
75 Wriggler
76 Three Weeks in Paradise
77 Gyroscope
78 Flying Shark
79 Atic Atac
80 Sir Lancelot
81 Dark Star
82 Hyperaction
83 Football Manager
84 Technician Ted
85 Guardian 2
86 Trashman
87 Codename Mat
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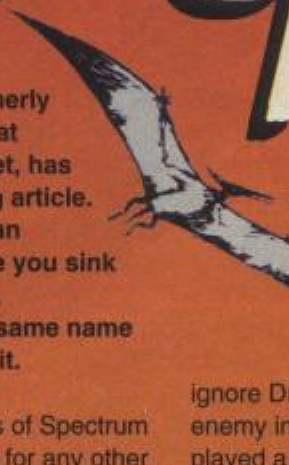
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THE GAMES THA



Stuart 'Wa-hey!' Campbell, formerly Counter Assistant Of The Year at Cardiff's famous Shoepurmarket, has nothing to do with the following article. But Stuart 'Bet you a tenner I can overturn that Ford Sierra before you sink your pint' Campbell has, for he, coincidentally, has exactly the same name as Stuart Campbell, who wrote it.

There are, at a rough count, loads of Spectrum games. More games, in fact, than for any other games machine that's ever been invented in the world, ever. 10,000 is a conservative estimate, so it's perhaps not surprising that a few have been lost in the wash. These are the Forgotten Ones – the games that got delayed until everybody forgot that they existed at all, the ones that never got finished, the ones that got finished but didn't get released, the ones that got released without being finished, the ones that got finished and released but not bought by anybody, the ones that got – *(Yes, yes, all right. Ed)*. Well, anyway. Here they are, in a sort of reverse order of desirability. All dates are approximate, and Your Sinclair accepts no responsibility for your household pets when you go on holiday.



Looks like a cow, plays like a fish. Er, steers like a wildebeest? No, hang on. (It's always tricky trying to work a stolen joke into a different situation.)

Return Of The Things (Design Design)

Des Des were kinda quaint in writing games where it was the gameplay that mattered, not the graphics. They released a couple of duds (and cheerfully admitted it) but when they were good, they were monstrously good. This, the sequel to *Halls Of The Things*, was brilliant. It had crap graphics, huge levels and massively entertaining gameplay... and never reached the shops. What a damning indictment of society's shallow attitudes, eh, readers? Tch.

Judge Death (Piranha)

After seeing two abysmal attempts to put Judge Dredd on the Speccy (the first from Melbourne House and the second by the programmers of *Dan Dare* while suffering from a bout of amnesia or something) Piranha cleverly spotted the connection and decided to ignore Dredd and write a game about his arch-enemy instead. In a spook reversal, you played a heroine (Judge Anderson) and you had to stop the Dark Judges laying waste to Mega-City One with their own brand of justice (all crime is committed by the living, ergo life itself is a crime). The game was a shooting gallery affair which nevertheless looked quite funky, but before the programmers could finish the game and millions of Mega-citizens could perish horribly, Piranha went belly up and the game disappeared into the dimension void.

Bubble Buster (Hudson Soft/Sinclair)

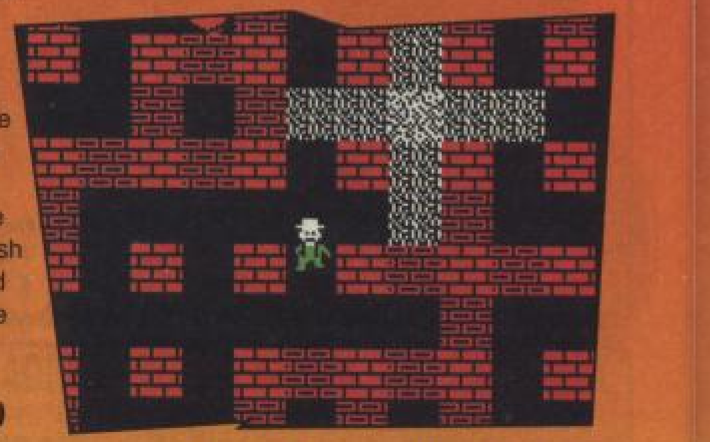
Cast your mind back, if you will, two or three years. Remember a game called *Pang?* A little geezer in a pith helmet and safari suit running around bursting big balloon-type baddies with a harpoon, in a coin-op conversion described by one reviewer at the time as 'the most original arcade game I've seen in years'. But now cast your mind back another couple of years, to 1987, when Sinclair released their first batch of Spectrum software in a long time. The five games were all by an unheard-of Japanese development team called Hudson Soft, and one of them was *Bubble Buster*, in which – blimey! – a short dude in a pith helmet was running around bursting big balloon-type baddies with – well, you get the idea.

Sigue Sigue Sputnik (Unknown)

'The Fifth Generation Of Computer Games', was the promise made in the between-tracks ad on fabulous pop band Sigue Sigue Sputnik's debut LP. 'The Sigue Sigue Sputnik Computer Game – from your favourite software house NOW!', the advert continued, hence somewhat giving the game away. This one never made it further than a couple of mock-up Commodore 64 screenshots, and that's a real shame. Yes it is.

Eric And The Floaters (Hudson Soft/Sinclair)

Tch. All you fancy high-falutin' SNES owners with your fancy ways, and your four-player *Super Bombermans*, you think you're so big and hard and clever. Bet you wouldn't feel so smart if you knew your £75 state-of-the-art software started life as a 3-colour Spectrum game, would you? Thought not.



Dynablaster? Huh! *Super Bomberman?* Hah! Multi-player adaptors? Ho! Insanely addictive gameplay as your friends try to blow each other up? Er, um, damn.

Gyruss (Parker)

Sinclair's ill-fated Interface 2 cartridge port never saw very much in the way of software – a load of utterly pointless port-overs of Ultimate's early 16K games was pretty much its lot. How different things could have been if plans by celebrated Atari VCS game manufacturers Parker Brothers had come to fruition – way back in 1984, they announced imminent Speccy conversions of top coin-ops *Gyruss* and *Star Wars* (with several more to follow), which would come on the fab new instant-access ROM carts and sell at the slightly forbidding price of £19.95. Programming proceeded apace, only to be swiftly curtailed when some fool pointed out to Parker that the Interface 2 had sold somewhere in the region of 164 units in the first six months, and the company was never heard from again. *Star Wars* later surfaced as an ordinary old tape-loading game from Domark, but *Gyruss* (a sort of version of *Galaga* with spinning round) was lost for all eternity. Sniff.

Crystal Castles (US Gold)

A bit deliberate, this one. Y'see, US Gold released this, inexplicably, as a 'Limited Edition', which as far as I can remember is the first and last time anybody ever tried such a curious



T Time Forgot

sales ploy in the world of games. It sort of worked, too – the number of people I've ever met who bought a copy could only be described as 'limited'. Even more bizarre, though, was the way USG released the game again on a budget label a couple of years later, in a special 'Could Everybody In The World Buy This Please, We Spent A Lot Of Money On The Licence' Edition. Elitism, eh? It's a fickle master, or something.

Scooby Doo in The Castle Mystery (Elite)
And hey, speaking of elitism... sorry. No, really, I'm very very sorry. Anyway, no roll-call of the disappeared would be complete without the game that lent its name to an entire genre. Yep, for a while back in the mid-80s, anything which had more than £10,000 spent on advertising for it without ever coming out was known in the biz as 'a bit of a Scooby', after Elite's would-be-seminal *Dragon's Lair* clone. An ambitious attempt to bring the popular laser-disc coin-ops of the day to the 48K Speccy, *Scooby Doo* boasted amazing cartoon graphics and, er... oh. *Scooby*'s gameplay was something that the programmers '...just never got round to, really', and the game was set adrift on out-of-memory bliss until it resurfaced as a platform beat-'em-up programmed by Faster Than Light/Gargoyle, the people who brought you *Lightforce*. It was all very nice and everything, but it wasn't quite the same.



Look, I'm sorry to wibble on about things Speccy-unrelated, but it just has to be said. Whoever introduced the character of Scrappy Doo to Scooby Doo, Where Are You? should be clubbed to death.

Donkey Kong (Ocean)
Ocean now, of course, is one of the giants of computer software publishing. But as with all giants, the Manchester behemoth had humble beginnings. Starting out in 1983 with the inspirational name 'Spectrum Games', the fledgling firm specialised in unofficial conversions of popular arcade games of the day, and their biggest success almost certainly came with *Kong*, a hugely terrible version of the coin-op which starred a certain chubby Italian plumber. However, times change, and the renamed Ocean quickly realised that the long-term route to big bucks lay inevitably via official licences. Their *Hunchback* was the Speccy's first ever licensed coin-op conversion, and a few happy converting years followed until someone decided, (probably as a tribute, I should imagine) to have another go with Mario, making Ocean the only company (that I know of) to do both official and unofficial versions of the same game. And a smart job they made of it second time round too, but it was all just a few years too late and approximately three copies were sold. Shame.

The Great Giana Sisters (Rainbow Arts)
And speaking of Mario, here's another sad case. In the wake of the blossoming popularity of the first Super Mario Brothers game, Nintendo (who'd previously sold Mario's earlier outings in *Donkey Kong* and *Mario Bros* to Ocean) woke up to the possibilities of character branding and clamped down on licensing. Rainbow Arts didn't let that worry them, though, as they resurrected the ancient art of the unofficial conversion, throwing in a quick sex-change for the game's protagonists at the same time. *Giana Sisters* vs Nintendo's Lawyers (the court case) lasted approximately eight seconds. *Giana Sisters* lost.

Mire Mare (Ultimate)
On finishing Ultimate's legendary and beautiful *Underwurlde*, you could escape from the castle through one of three exits. Each one promised a different sequel for Sabre Man's next adventure – one exit gave you *Knight Lore*, another suggested *Pentagram* (a little-seen game which was basically *Knight Lore* with shooting in it), and finally there was *Mire Mare*, which was, er... completely non-existent, basically. To the best of our knowledge, this never made it further than a title.

Moon Patrol (Atarisoft)
Speaking purely personally, one of the greatest days of my Speccy-owning life was when Atarisoft announced that they were bringing some of their classic arcade games to the Speccy in official incarnations. Of all the games listed in the early ads, only four (to the best of my knowledge) ever actually made it into the shops – *Pacman*, which was actually an old unlicensed game by DJL called *Z-Man* which Atarisoft 'acquired' under legal duress, *Pole Position* (an under-rated, if a bit slow, conversion of what's surely still one of the definitive arcade racing games), *Ms Pacman* (now appearing on your favourite handheld console at four times the price), and a truly tragic travesty of a conversion of *Galaxians*. Curiously though, the best of the ones that were actually completely written never saw a shop shelf. One is this excellent conversion of one of Williams' lesser-fêted coin-ops, the lovely *Moon Patrol*. Almost perfect in every way, the non-release of this baffles me to this day. And that leads me conveniently to...



Moon Patrol – It even had parallax scrolling! (Wow!) Okay, so your moon rover started parallax-scrolling as well when you jumped because of the way the routine worked, but well done all the same. In fact, hurrah! No, really.

Robotron (Atarisoft)
This still brings tears to my eyes, y'know. Not for myself, because I've got a copy (shh!), but for all you poor Spec-chums out there who'll never get the chance to play one of the finest conversions of one of the finest games ever written. Williams' all-time classic just shouldn't have been possible on our humble 8-colour wonder *(Hey, 16 colours! You're forgetting the 'Bright' option! Ed) (Hey, 15 colours! You're forgetting that the blacks count as one! Captain Pedantry)* but, with a little 'help' from the programmers of *Wild West Hero*, Atarisoft pulled off a fantastic job, with almost everything from the original coin-op surviving intact (right down to the two-joystick control option). *Robotron* got as far as a (rave) review in one mag, but... But what? I don't know, frankly. If anyone from Atarisoft's reading this, and you've got one single good reason why every Speccy owner in the world shouldn't come round to your house and set your family on fire right now, I'd like to hear it. Meanwhile, if anyone wants to play *Robotron*, simply slip a fiver into an envelope and shove it under the door of – *(Snip! ELSPA)*



What a brilliant, brilliant game.

+D System

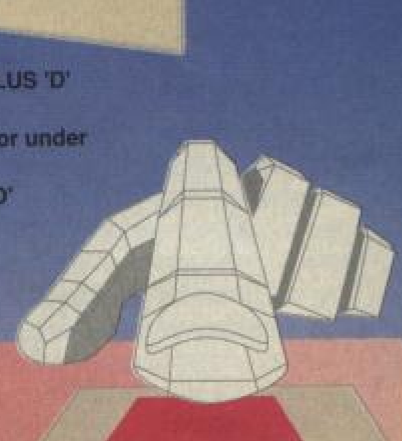
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LET'S SEE WHAT'S FANZINES

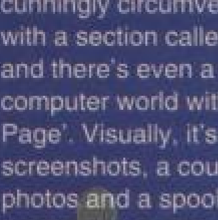
Hello there. I've been asked by YS (following a spook mathematically-improbable time travel phenomenon) to introduce this bit about the other Speccish (and, indeed, SAM-y) fanzines and user groups that are available in this big old universe of ours. What a good idea (I thought). I've even asked my crew to say a few characteristic words about each mag after YS has finished wibbling on. Yes, I know it's a good idea – that's why I'm Captain. Well, let's get started. Warp Four, Mr Data. (Points finger.) Engage. (I am a crotchetty and predictable yet somehow lovable old card, aren't I, readers?)

FISH!

Mat Beal ❤ 25p ❤ 3 Station Road, Birch Vale, Stockport, Cheshire SK12 5BP

Games mag Fish (The Pilot Ish) gets off to a good start with a cover featuring the best pic of Dizzy ever (the narked expression on his face as lardy ol' Seymour receives the adulation of his ex-fans is priceless) and settles down into a comfy but unexceptional mag. There are plenty of good, critical reviews and a smattering of Useless Top Fives to beef up the text. Fish cunningly circumvents the lack of new software with a section called 'Speccy's Greatest Hits', and there's even a nod to the rest of the computer world with 'The Other Formats Page'. Visually, it's very bland – no screenshots, a couple of badly reproduced photos and a spook newspaper montage on the tips page – but it reads well and sensibly gets most of its facts wrong. Hurrah! Their feet are set on the path to being crap (in a funky skillo sort of way).

Beverly Crusher says



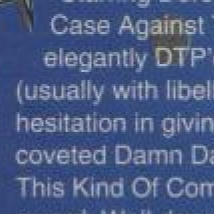
If we don't get this crewman to sick bay, he's going to die.

The Thing Monthly

Alastair Fairweather ❤ Free! (With a sae) ❤ Hazlemere, Woodthorpe Dr, Woodthorpe, Nottingham NG5 4GZ

Taking a clever and original stance by not mentioning the Speccy at all, The Thing manages to be brilliantly funny and very silly indeed with seemingly no effort at all (the basts). Packed with features like 'The Superheroes' (a comic strip featuring Elvis Man and the world-famous Not Turn Up Man), the libellous 'A Celebrity Writes' and 'Heavens Above! A Soap Opera Not Starring Derek Nimmo Due To A Libel Case Against The Thing' (see, told you), it's elegantly DTP'ed and stuffed full of photos (usually with libellous captions). We have no hesitation in giving The Thing Monthly our coveted Damn Damn Damn We Don't Need This Kind Of Competition You Talented Basts award. Well done.

Commander Worf says



Sir! I recommend we go to Red Alert.

ZAT

Darren Blackburn ❤ £1.50 ❤ 33 Dawley Bank, Telford, Shropshire TE4 2LQ

The mag that gets more mentions in YS than any other (and we still can't figure out how they manage it). ZAT (pronounced Z-eighty) is solidly behind the Speccy and SAM, concentrating on the practical aspects of the machines, with articles on programming, more programming and programming. There are a couple of non-programming bits – game reviews and features (like Soapbox, the opinion column which venomously attacks, well, just about everything) mixed in. Design is, er, boxy, with no pics at all, but the text is informative and, er, er (unsuccessfully wrestles with conscience for a few seconds) dull! Deadly dull, in fact. Imagine you're stuck in a desert somewhere. The air is stiflingly hot. Boiling winds have whipped the sand into a frenzy. You plod on valiantly, each step an effort, each breath short and horribly sandy. Then, suddenly! you reach a gigantic shiny wall. It stretches in every direction, as far as the eye can see. And, as you look up, it dawns on you that the sky, too, is metal. With horror, you realise the desert is enclosed in a massive, seamless steel box. 'Help! Help!' you cry, but there's no one to hear you. Well, this is exactly like... no, hang on. I seem to have got a bit carried away. I was trying to put across the dry, stifling, airless writing style of ZAT, but I seem to have gone slightly over the top. Sorry. *(Clot. Andy)* But anyway, dry, stifling, dusty and airless it is. Anything deviating even slightly from textbook English is enclosed in quotes. Now this isn't a sort of raving vendetta against anything that isn't silly or funny (we at YS like a bit of the old techy business as much as anyone, he confided in a pally manner) but, really, prising out the (highly knowledgeable) info from articles frighteningly reminiscent of a civil service report is not my idea of having fun with my computer. Recommended, but only if you're a really stubborn sort of reader.

Lieutenant-Commander Data says



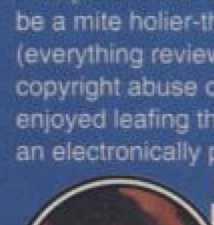
Please explain this emotion called 'love' to me once more.

Alch News

Malcolm Gent ❤ £1.50 plus sae ❤ 1 Pelham Street, Sutton-in-Ashfield, Notts NG17 2EF ❤ Tape version from the same address. Probably. Maybe it's not. Take a risk.

Hurrah, a +D mag! Well, actually, it's a tapezine, but! it's also available on lovely +D, so plenty of brownie points there. Alch News is the mag of Alchemist Research (a PD outfit), so there's lots of PD info a-bubbling within. Now on ish eight, the mag's evolved a new and ever so friendly menu system (the early issues did a *YS2* and nicked the driver from *Sceptical)*. Content is readable – lots of reviews of other fanzines – but it does tend to be a mite holier-than-thou in its verdicts (everything reviewed is apparently guilty of copyright abuse or ethical lapses). Still, eh? I enjoyed leafing through it though, of coûrse, in an electronically pulsey sort of way.

Counsellor Deanna Troi says:



There's something wrong here – I can sense it.

s Out There

A quick roundup of things that come on tapes (but aren't tapezines)

Gerard Sweeney of Hackers Anonymous fame has just finished *Hack Attack 2*. Boasting, er, lots of hacks (certainly more than the original's sixty, anyway) and, er, er, a big scrolly message, it's probably worth getting. If you've got some games you want to cheat at. That is.

In further 'of blah blah blah fame' vein is Jonathan Cauldwell of *Haunted House* fame, who recklessly insists on writing new games for the Speccy at a rate of knots. His latest releases, *Squamble* and *Shove Off* arrived at exactly the wrong moment; ie, when the mag was closing. But! Jonathan (found at 5 Helmsley Drive, Eastwood, Notts NG16 3RS) has put 'em and eight other games on to a Bumper Boogie Pack, priced at £4.99. Well worth the money, we say. (But we're like that.)

Going underground

Steve Anderson (he of the washing machine) has taken the demise of YS on the chin. In fact, he's recovered sufficiently to get in touch with a merry band of freelancers – Simon Cooke, Simon Hindle, Craig Broadbent, Jeff Braine and Phil McCardle – in order to carry on YS as a fanzine. Yes, Your St Clair will be hitting the streets sometime soon. Probably. Send a sae to Steve at 52 Norton Bridge Road CF37 4NE and he'll let you know just what the dickens is going on. (Ours is already in the post.)

And to finish...

A huge list of user groups and fanzines that just couldn't fit in the main section.

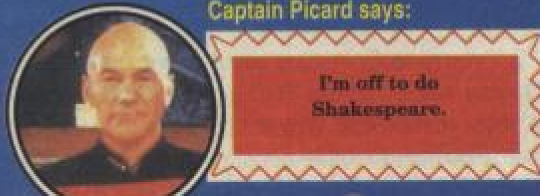
But wait!

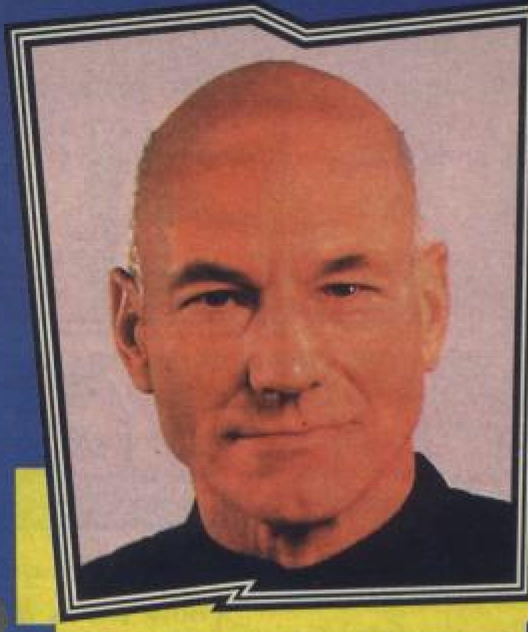
Blimey, we seem to have completely forgotten about the Star Trek motif. Er, Cap'n, dilithium crystals, the Borg, live long and prosper, holodecks, we come in peace. There. Phew.

The others we didn't really have room for

SAM Supplement A reliably entertaining SAM disk mag. Send an sae to 37 Parker St, Bloxwich, Walsall WS3 2LE for details. **SAM Prime** Another SAM disk mag, from the same stable as ZAT, and just as hard-going, but equally informative and knowledgeable. Sae to 19 Lyme Ave, Macclesfield, Cheshire SK11 7RS nets you the gen. **FRED** The best-known of the SAM mags, wobbling a little (the last-but-one ish was dreadful) but usually good fun. It's just a pity most of the mag is taken up with plugging FRED's other releases in one form or another. £2 an ish, call ☎ 0382 535963 for – no! It can't be! But it is! – the details. **The Independent 8-Bit Association** A proposed user group for all 8-bit computers. We're stressing the word 'proposed' here – nothing's yet been set – but things are looking good, with plenty of mags and PD bods expressing support for the idea. Among the things being 'proposed' are 8-bit stands at computer fairs where you can buy stuff for your Speccy, SAM or, indeed, Dragon 32, Jupiter Ace or Vic 20, and free rubber sharks for people to hang from their ceilings, althought that last bit's a lie. Send a sae to the ZAT address for – could it be? Yes! – the details. **Zenobi Software** Mail order adventure game company with loads of titles at eye-wideningly reasonable prices including all the Delta 4 and St Brides numbers, found at 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX, and the only way you're going to get hold of *Bugsy Part 2*. Yikes. **Spellunkler** Spellunkler? Shouldn't that be Spelunker? But I digress. It's an adventure fanzine unusually printed on sideways-A5 like a book of raffle tickets or summat. Loads of tips for spelunkers (or spellunklers, whatever) stuck in those blessed Caves of Stupidlynamedthing (or whatever). Available from 11 Finsbury Drive, Wrose, Bradford BD2 1QA for £1.50 – cheques to J Waddington (but not the one of Monopoly fame). **Amiga Wibble** So new the ink's not yet dry on the disk labels, this 'un's an Amiga disk-based fanzine with! a Speccy section. Novel and quite funky. Well, it could be, anyway. We haven't actually seen one, but just liked the name. Sorry. Anyway, blah blah blah sae blah blah to Richard Holden, 13 Lansdowne Ave, Audenshaw, Manchester M34 5SZ will blah blah details blah blah bloop. *(You're just not trying, are you? Andy)* Oh, and *RDS* (which is reviewed at lightning speed just over there) is obtainable by sending the very-nearly-£9 sum of £8 to Robert Dixon at 24 Chelsea Park, Easton, Bristol BS5 6AG. ('I, for one, greatly appreciated the calming effect of this program on Brian, the elder of my hand-reared platypus twins.' – TB Falsename.)

Captain Picard says:





DETECTIVE LIEUTENANT COOKE INVESTIGATES

Greeting Earthlings. (Oh dear. I'll never get the hang of this Star Trek stuff.) Er, I'm here in a cameo rôle to tell you about RDS's *Research Disassembler and Workbase. (Oh no! Thousands of non-techy Spec-chums)* This monster of a program is a great technical achievement – it squishes itself into the measly size of 5449 bytes (not including the 13 required for relocation). Wowzers.

RDS can diassemble backwards, recognise all the undocumented opcodes, keep track of your stacks (wa-hey), and (and! And!) reset them for you. It also has 'an extensive calculator library' – but I couldn't work out what it meant by that. (It's probably really neat, though.) Calculations can be entered as expressions - including floating-point numbers - and the prog decodes all the hidden bits in BASIC loaders. It can trace code and then SAVE it to tape or print it out. You can skip NOPs during disassembly for easy reading, disassemble from negative addresses and disassemble along the program path. It's also completely crashproof, no matter how madly you fiddle with delicate memory areas. (Dashed cunning.)

As well as the main *RDS* program, there are also extra utilities that sidle up and rub against it in a most cat-like manner. These include a variable lister and a brill routine to show the current state of the Z80 registers. Also, there's a ROM scanner – utilise ROM routines in your own programs. *(Shriek! Ed)* And! a prog scanner (for finding over-written sections in your programs), a tape-header reader and an extensive op-code library. Nearly all the program code is relocatable, so you can stash them wherever you want and still program happily along. Amazing.

It does tend to decide what you 'want' to see (the rogue) and, alas, doesn't support ROM or RAM paging (yet) but it is, overall, a most marvy piece of code. Somebody transfer it to the Multiface immediately! (Blimey. I'm off to catch my breath.) **Simon Cooke**

92%

WE'D HAVE GOTTEN AWAY WITH IT IF IT HADN'T BEEN FOR YOU MEDDLING KIDS!

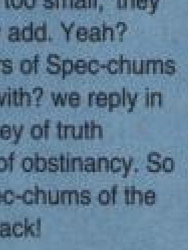


In a caddish move, software publishers everywhere are leaving the Speccy market. 'It's too small,' they complain. 'Our sales are crap,' they add. Yeah? Where would you be if vast numbers of Spec-chums hadn't bought your games to start with? we reply in a hard-hitting fashion. But our donkey of truth tumbles into the half-filled sand pit of obstinancy. So it's time for a little direct action. Spec-chums of the world unite – Save Our Speccy is back!

Dah dah dah dit dit dit dah dah dah

You all remember the first SOS campaign – it got *Nigel Mansell's World Championship* released because of the enormous number of people who sent off the coupon to Gremlin. (Thanks, Gremmers.) Well, now it's back. Software publishers are hard-headed business peeps, you see. They think in terms of unit sales and profit and stuff. So let's jolly well show them there are enough Speccy owners out there ready and willing to buy games in order to spur them into releasing new ones and making some dosh. We know they can release great games (not just re-releases or bosh jobs knocked out 'because nobody cares about the Speccy any more') so let's give 'em a little incentive. Make your feelings known! We shall not, we shall not be moved. My old man said follow that van and don't dilly-dally on the way. (Etc.)

YOUR SINCLAIR



It's still crap!
(In a funky skillo sort of way)

Dear...

I am the proud owner of a ZX Spectrum. You used to release games for my machine. But now you've stopped. You say that people don't want them any more. Well I do, and so do hordes of Speccy owners everywhere.

The Speccy is the most popular home computer of all time. Do you know that most console owners have Speccies as second machines? (Thought that might attract your attention.) The Speccy isn't dead – they're out there, but you're just not supporting them.

I know you can produce great games when you put your minds to it – but you have to realise I'm not satisfied with re-releases. I want new games for my Speccy as well, and I'm prepared to pay good money for them.

Now that's an offer you can't ignore.

Signed ....
(Speccy owner and Your Sinclair reader)

Address ....

....

....

Postcode ....

PS If you're really serious about pulling out of the Speccy market, please don't let your games rot in a cellar somewhere. Why not put them in to the public domain so future generations of Spec-chums can enjoy them as I have?

A couple of handy addresses

Codemasters
Lower Farm House
Stoneythorpe
Southam
CV33 0DL

Zeppelin
PO Box 17
Houghton-le-Spring
Durham
DH4 6JP

Ocean
6 Central Street
Manchester
M2 5NS

US Gold
Units 2/3
Holford Way
Birmingham
B6 7AX

Virgin Mastertronic
338a Gladbrook Rd
W10 5AH

Domark
Ferry House
51-57 Lacy Road
Putney
SW15 1PR

Beyond Belief
19 Oaks Drive
Higham Ferris
Northants
NN9 8EX

Gremlin Graphics
Carver House
2-4 Carver Street
Sheffield
S1 4FS

A few handy facts

Domark consider the Speccy version of *Prince Of Persia* – nearly completed by an outside programmer – 'economically unviable'. Virgin Mastertronic hold the rights to all Virgin, Tronix, New Generation, Mastertronic and Melbourne House games, but have 'no plans' to re-release any of this treasure trove. And as for Beyond Belief – whatever happened to *Biff 2? Super Wonder Dog? Snare?* Eh? Eh?

GOODBYEEE

THAT WAS YS, THEY WERE:

Adam Leonard ♥ Adam Waring ♥ Adrian Wagner ♥ AJ Unwin ♥ Alan Grier ♥ Alan Hunter ♥ Alan Jowett ♥ Alan Trevartha ♥ Alex Entwhistle ♥ Alex Soboslay ♥ Alison Hjul ♥ Alison Morton ♥ Alistair Ramsey ♥ AM Grant ♥ Amanda Cook ♥ Andrew Base ♥ Andrew Pennell ♥ Andrew Wright ♥ Andy Hutchinson ♥ Andy Ide ♥ Andy Ounsted ♥ Andy Robson ♥ Angela Eager ♥ Angela Neal ♥ Anne Ashby ♥ Anthony Colbert ♥ Arthur Medley ♥ Ashton Photography ♥ Audrey Bishop ♥ Audrey Smith ♥ B Herival ♥ B Hobson ♥ Ben Bracken ♥ Ben Stone ♥ Beverley Douglas ♥ Bill Shaw ♥ Brian Denyer ♥ Brian Pedlar ♥ Bruce Sawford ♥ Bryan Denyer ♥ Carlinpoint Typesetters ♥ Caroline Clayton ♥ Caroline Day ♥ Caroline Simpson ♥ Catherine Higgs ♥ Catherine Peters ♥ Cathy Fryett ♥ Charlotte Brock ♥ Chase Webb Offset Printers ♥ Cheryl Beesley ♥ Chris Anderson ♥ Chris Cockayme ♥ Chris Donald ♥ Chris Palmer ♥ Chris Robur ♥ Chris Skinner ♥ Chris Somerville ♥ Chris Stocker ♥ Chris Talbot ♥ Chris Wood ♥ Christopher Ashford ♥ Christopher Hardy ♥ Ciarán Brennan ♥ Claire Baker ♥ Claire Thomas ♥ Cliff Joseph ♥ Clive Gifford ♥ Colin Barnsley ♥ Colin Campbell ♥ Colin Crawford ♥ Colin James ♥ Colin Jones ♥ Colin Young ♥ Computer Posting Subscriptions ♥ Corrie Brown ♥ Craig Broadbent ♥ Craig Rawstron ♥ Damik Skrgatic ♥ Darrell King ♥ Dave Baskerville ♥ Dave Bishop ♥ Dave Golder ♥ Dave Janda ♥ Dave Looker ♥ Dave Nicholls ♥ Dave Robinson ♥ David Bowie ♥ David Jones ♥ David Lester ♥ David McCandless ♥ David Powell ♥ David Wilson ♥ Dennis Publishing ♥ Derek Cohen ♥ Dilwyn Jones ♥ Dougie Bern ♥ Dr DC Threlfall ♥ Dr John Nunn ♥ Duncan MacDonald (or McDonald. Whatever) ♥ Felden Productions ♥ Felix Dennis ♥ Fiona Deane ♥ Fran Husband ♥ Frank Pelling ♥ Future Publishing ♥ Gary Liddon ♥ Gavin Monk ♥ Gavin Smyth ♥ George Price ♥ Gerralt Jones ♥ Gill Harris ♥ Ginette McKeown ♥ Glenn Fabry ♥ Glynn Dillon ♥ Graeme Kidd ♥ Graham Rydout ♥ Graphic Ideas Reproduction Ltd ♥ Greg Ingham ♥ Guy Bennington ♥ Guy Kewney ♥ Gwyn Hughes ♥ Hazel Bennington ♥ Heath Parsons ♥ 'Henry Budgett' ♥ Hunt Emerson ♥ Ian Beardsmore ♥ Ian Hemmingway ♥ Ian Hoare ♥ Ian Seager ♥ Ian Simmonds ♥ Ieuan Davis ♥ Iolo Davidson ♥ Ivan Hawksley ♥ Jackie Garford ♥ Jackie Ryan ♥ James Leach ♥ Jamie Hewlett ♥ Jane Nolan ♥ Jane Richardson ♥ Jason Daley ♥ Jason Wood ♥ Jason Wood ♥ Jeff Raggett ♥ Jerome Clough ♥ Jill Harris ♥ Jimmy Egerton ♥ Jo Fulton ♥ Joe Davies ♥ Joe Harrower ♥ Joe King ♥ John Durst ♥ John Flenley ♥ John Higgins ♥ John McNulty ♥ John Minson ♥ John Molloy ♥ John Torofex ♥ John Tydeman ♥ Johnathan Norman ♥ Jon Bickley ♥ Jon Hall ♥ Jon Moore ♥ Jon North ♥ Jon Pillar ♥ Jon Warner ♥ Jonathan Davies ♥ Jonathan Fisher Photography ♥ Jonathan How ♥ Jonathan Nash ♥ Judith Middleton ♥ Julian Harriott ♥ Julie Stuckes ♥ June Smith ♥ June Smith ♥ Kate Hodges ♥ Katherine Balchin ♥ Katherine Balchin ♥ Kati Hamza ♥ Kev Hibbert ♥ Laurie Van Huss ♥ Leigh Loveday ♥ Leon Heller ♥ Linda Barker ♥ Lis Clegg ♥ Lisa Read ♥ Louise Cockroft ♥ Louise Cook ♥ Louise Willers ♥ Lucy Broadbent ♥ Luke C ♥ Lynda Elliot ♥ M Loftus ♥ M Rai ♥ M Rapps ♥ Maggie Burton ♥ Maggie Kayley ♥ Malcolm Paknadel ♥ Marcus Berkmann ♥ Mark Anson ♥ Mark Gover ♥ Mark Knight ♥ Mark Manning ♥ Mark Ramshaw ♥ Mark Roberts ♥ Mark Salmon ♥ Mark Wagstaff ♥ Martin Dixon ♥ Martin Sharrocks ♥ Maryanne Booth ♥ Matt Bielby ♥ Matt Williams ♥ Maurice David Wood ♥ Max Philips ♥ Melissa Parkinson ♥ Michele Harris ♥ Mike 'Skippy' Dunn ♥ Mike Clowes ♥ Mike Clowes ♥ Mike Gerrard ♥ Mike Leaman ♥ Mike Lord ♥ Mike Mepham ♥ Mike Roberts ♥ Mike Skinner ♥ Mischa Welch ♥ MMC Distribution ♥ Monty Trent ♥ Nat Pryce ♥ Neil Dyson ♥ Nick Davies ♥ Nick Davies ♥ Nigel Newland ♥ Nik Lumsden ♥ Nik Saha ♥ Norman Setra ♥ Ollie Alderton ♥ Owen Bishop ♥ Owen Pugh ♥ Patrick Donnelly ♥ Paul Kidby ♥ Paul Lakin ♥ Paul Morgan ♥ Paul Walton ♥ Paul Woof ♥ Penny Page ♥ Perry Neville ♥ Peter Freebrey ♥ Peter George ♥ Peter Green ♥ Peter Newland ♥ Peter Shaw ♥ Phil Cornes ♥ Phil Manchester ♥ Phil McCardle and Ernie ♥ Phil Morse ♥ Phil South ♥ Philip Davenport ♥ Philip Kiernan ♥ Phoebe Cresswell-Evans ♥ PJ Simmons ♥ 'Quentin Lowe' ♥ Rachael Smith ♥ Rebecca Norley ♥ Rich Pelley ♥ Richard Archdeacon ♥ Richard Blaine ♥ Richard Howell ♥ Richard Morris ♥ Richard Vernon ♥ Rick Robson ♥ Riverside Press ♥ Rob Bennett ♥ Robert Bliss ♥ Robert Corradi ♥ Robert Ledbury ♥ Robert Stockton ♥ Robin Alway ♥ Roger Munford ♥ Roger Willis ♥ Ron Smith ♥ Ross Holman ♥ Ryan Davis ♥ Sandy Dewhurst ♥ Sara Biggs ♥ Sean Kelly ♥ Seymour Press ♥ Shane Campbell ♥ Simon Chittenden ♥ Simon Cooke ♥ Simon Cox ♥ Simon Forman ♥ Simon Forrester ♥ Simon Goggin ♥ Simon Lane ♥ Simon Moss ♥ Simon N Goodwin ♥ Simon Stansfield ♥ Simon Windsor ♥ SM Distribution ♥ Sonia Hunt ♥ Sophie Moorcock ♥ Sophie Wright ♥ Sportscene Specialist Press ♥ SQ Factor ♥ Stephen Adams ♥ Stephen Bloy ♥ Stephen Cathrall ♥ Stephen England ♥ Stephen Stratford ♥ Stephen Ward ♥ Steve Anderson ♥ Steve Broadhurst ♥ Steve Colwill ♥ Steve Cooke ♥ Steve England ♥ Steve Malone ♥ Steve Mann ♥ Steve Marsden ♥ Steven Avent ♥ Stewart McPherson ♥ Stuart Campbell ♥ Stuart Jamieson ♥ Stuart Middleton ♥ Stuart Whale ♥ Sue Denham ♥ Sue Hartley ♥ Surya ♥ Suzannah Angelo-Sparling ♥ Tamara Ward ♥ Tanya Maldem ♥ Teresa Maughan ♥ Terri Wise ♥ 'Terry Bulfib' ♥ Terry Grimwood ♥ Thomas Green ♥ Thor Goodall ♥ Tim Blackbond ♥ Tim Harding ♥ Tim Hartnell ♥ Tim Kemp ♥ Tina Boylan ♥ Tommy Nash ♥ Toni Baker ♥ Tony Dillon ♥ Tony Lee ♥ Tony Samuels ♥ Tony Sleep ♥ Tony Spalding ♥ Tony Worrall ♥ Tracy O'Donnell ♥ Trenton Webb ♥ Trevor Marchant ♥ Velma Miller ♥ Wag ♥ Wayne Horan ♥ Zoe Ringrose ♥ ZZKJ ♥ Blimey. Everybody who ever worked on Your Spectrum or Your Sinclair. Even the publishers. Whatever they did. (Snort.) *(You're fired. A Publisher)* Oh, now I remember.

Well, that's it then. The end of YS. The Shed looks so bare now everything's packed up in crates. (So we'll crate that up as well.) Traditionally the Ed gets all blubby and reflective on the last page and thanks loads of people in a Dickie Attenborough fashion, but is that the YS way? Crikey, no! So get yourself a small plastic bag, fill it with water, twist the top closed, tighten and knot it. Now run outside and hurl it at the nearest body of people, shouting, 'This one's for Spec-chums everywhere!' Hurrah! *(You're under arrest. A policeman)* Lawks, what a surprise ending. (The Ed is dragged away.) Remember, folks! (Struggle.) Be crap to each other! In a funky skillo sort of way!



The Ed. (Symbolically.)

Oh no. How do you squeeze the credits into this small a space? Well, let's give it a shot. Your Sinclair's Big Final Issue was brought to you by **Editor** Jonathan Nash ♥ **Art Editor** Andy Ounsted ♥ **Transcriber Of Complete Guides** Steve Anderson ♥ **Cover Art** Paul Kidby ♥ The contributors had a really big credit on their features, so that saves some space ♥ And everyone else is up there in the Flannel Panel From Hell ♥ I think we've just about got away with it ♥ Phew.


YOUR
SINCLAIR
Our work here is done.